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**APRIL**  
**NO. 98**  
**2003**

You may ask yourself, "How is *Tips & Tricks* different from all of those other video-game magazines?" And you may ask yourself, "Why should I read *Tips & Tricks* when I can find video-game cheat codes on the Internet?" And you may ask yourself, "What can *Tips & Tricks* possibly tell me about this game that I haven't already figured out by playing it myself?" But you'd be asking the wrong person, duh! The only way to get the answers to your questions is by looking inside our pages and finding out for yourself why we are the undisputed #1 Video-Game Tips Magazine: because we're very different from all of those other video-game magazines...because we have lots of cheat codes that can't be found on the Internet...and because we know plenty of things about your favorite game that you don't already know.

**ON THE COVER:** *The Legend of Zelda: The Wind Waker*  
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

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If your letter makes us think, you might see it printed right here for all the world to see!

#### MAD MARINE

Good day, gentlemen and ladies... ladies and gentlemen of *Tips & Tricks*. My question is rather more directed toward developers, but they get their influence from you more directly than consumers. Being a former Marine Combat Troop, I naturally enjoy games like *Rainbow Six*, *Spec Ops*, *SOCOM*, *Medal of Honor* and so forth. I've played and beat all of them and enjoy playing them over for the various ways in which to beat them. But now I find that I'm somewhat disappointed in their choice of character origins. Follow me if you will as I explain briefly my point: *Spec Ops* (Army Rangers), *Rainbow Six* (Army Delta Force, British SAS, Israeli SF), *Medal of Honor* (Army), *SOCOM* (Navy SEALs). Do you see my point now? Simply put, where are the Marines? Do the developers not like Marines or do they not know about the groups of elite Marines trained exactly as harshly, brutally and efficiently as SEALs, Army Special Forces or Delta Force? If the latter is the case, then allow me to enlighten them. Yes, Marines are considered the world's largest elite fighting force, but there are a select few Marines that undergo even tougher training. These people get put into one of three groups, depending on their choice. They either become part of the Marine Scout Snipers, Marine Recon or Marine Force Recon. I've seen Marines make appearances in video games such as *Halo* and have found them in only one game where they are the dominant combat troop: the *Alien vs. Predator* series.

The other day my brother told me about a new game he bought for his computer called *Delta Force*. And in it there was a scene in which a group of Marine Recon go into a building and

get completely slaughtered... but when the Delta team behind them goes in a second later, they take out the badies without breaking a sweat. Come on, now—is that an inaccurate depiction or what? If the developers had bothered to do their homework, they would find that SEALs, Delta and Recon are all trained exactly the same, they're just employed differently to do different jobs. So in closing, I say this to the developers: It's time to give the Marines their due. Believe it or not, guys, Marines do take part in covert stealth operations as well. So share the wealth among the services.

—Tony C. Vasquez  
Hanford, CA

You make an excellent point, Tony, and it's understandable for someone so close to the military to feel as you do. Unfortunately, there's a lot of creative mimicry in the video-game business; once a particular thought or idea gets popular, it dominates everybody's attention for a while. Groups like the Navy SEALs get over-represented, simply because somebody made a game about them and it became popular. You also have to consider the marketability of the group's name. The Marines may be cooler in real life, but to the average consumer, "Delta Force" sounds a lot more dangerous and exotic than "Marine Scouts."

#### FASHION WATCH

In *Super Mario 64*, Mario is wearing long sleeves. Now in *Super Mario Sunshine*, he has short sleeves. What's up with that?

—Josh Wood  
Cookeville, TN

Well, you know, Mario is allowed to change his clothes every once in a while. Nobody likes a smelly Mario.

#### LOST IN THE TRANSLATION

I have always wanted to know why it takes so long to change the language of a single game. Perfect example: *The Legend of Zelda: The Wind Waker* was released in Japan on December 13, 2002, but in America, it was released on March 24th, 2003. Three months to change the language of one game? Or do they do other things?

—Cole Wyatt  
Murfreesboro, TN



Translating text—especially from two languages that are as different as English and Japanese—is no walk in the park. First of all, both languages use character sets that are probably as disparate as they can get. Not only does English use totally different characters, but the translation can also take up much more space on the screen than the same text in Japanese. This can cause a lot of design and programming issues. Secondly, there are a lot of cultural practices and idioms in Japan that either translate poorly to English or make no sense at all to Americans. Finally, a game like *Wind Waker* has an

continued on page 8

#### TOKEN OF THE MONTH



From



Rack

This month's token comes from Ultrazone in San Diego, California; it was sent in by Carolyn A. Will of Hood River, Oregon. Thanks, Carolyn!

Arcade players and operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name right here! Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

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when you can do everything, the hardest part is doing anything.



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PlayStation 2



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The "Battleship" game as seen in the Japanese version of *The Legend of Zelda: The Wind Waker*.

enormous amount of text to translate. It would be a big job, even if the two languages were very similar. In this case, Nintendo did actually change a couple of other minor things. For example, Windfall Island is called Taura Island in the Japanese version. Even the main item in the game, the Wind Waker, was originally called the Staff of Wind. Interestingly, they also changed the graphics of the Battleship game on Windfall Island. In the Japanese version, you're shooting cannonballs at actual ships...but in our version, you attack squids instead!

#### THE ULTIMATE MAGAZINE

I am writing to you to see if you will help me with my dream of creating the ultimate gaming magazine. If you allow me to copy the info from your magazine, I guarantee to tell you codes that not even you know of. I promise I'll give you a dollar out of each issue I sell. My mom doesn't believe that I'll fulfill my dream, please help me prove her wrong. I'll update you on my progress monthly. On the cover I'll put, "Dedicated to Tis & Tecks." Thank you.

—Brian Curtis  
Calvert City, KY

OK, Brian...drop us a line as soon as you get your business license.

#### GTA FANTASIES

When the next *Grand Theft Auto* game comes out, will it be more like real life? Will you have to get a job at a store and make money every month? Will your cars and trucks tear up...will they have blow-outs and get so old that they have to have the engine rebuilt? Also, I wanted to know if you could pay people to make you a house and have your own car repair shop and also you can rob banks at any time that you want. If you can't do that...well then, just make a Sims game like that.

—Adam Hunter  
Monticello, KY

Attention, *Rockstar*: Fire the producer of the *Grand Theft Auto* series and hire this guy instead.

#### NO SOCIAL LIFE

I'm a 26-year-old female that has no social life or friends due to *Animal Crossing*! Who needs friends when I have Spike, Jambette, Doty and my best friend, Rocco? I think that game is great. I would also love to see more patterns like the Ozzy Osbourne pattern in your February issue. Of course, it took me two days, but it was well worth it. I love seeing my neighbors walk around with Ozzy shirts on. It's hilarious! I have nothing else to do with my time, so I would love to see more. I bought a ton of new games and I still haven't even opened them because I'm so busy with *Animal Crossing*. You guys should always have a section for *Animal Crossing* each month. That would be great. I love your mag! You guys do a great job. Thanks for your time.

—Amy Valadez  
Chicago, IL

Thanks for your funny letter, Amy: it made us smile. *Animal Crossing* is definitely the kind of game that discourages you from having a social life! Especially when you start getting the cooler furniture items like the Pinball or Clu Clu Land NES games. As a matter of fact, we do have a monthly column that talks about the game; you'll find more reasons to stay at home beginning on page 90 of this very issue. However, we do think it would be a good idea to get yourself some fresh air. Even a homebody like Weber gets out and runs around the wishing well every once in a while.



#### KIDDIE GAMES

I am fed up with all this kiddie game-system hype! It started in November 2001, the month that the unworthy GameCubes took their place on the shelves inside stores all over the country. I don't see why the GameCube is so entertaining. The system has the smallest number of games, no hard drive, no system link play, no CD/DVD drive and just enough M-rated games that I can't count them on my hands. Not to mention a pitiful online play

that boils down to one game. Sure, if I was five years old and my parents would only let me buy this system due to the large amount of E-rated games, yeah, I'd do it. But to consider the GameCube to be a viable competitor against the Xbox and PS2 is insane. Yeah, this is probably going to anger a lot of kids who love the GameCube. Well, they can come beat me down with their Tonka trucks and blow-up Power Ranger dolls. But for us older gamers, this is probably just what you needed to hear. Why do people enjoy buying the \$150 purple lunchbox? And lastly, is it really true that an Xbox fell off an entertainment center and killed a baby?

—Alex Wendling  
Normal, IL

We happen to love the GameCube; there are plenty of excellent games out for it. Granted, not everybody likes the Nintendo "style," and there are plenty of fantastic games that look and feel quite different from the way Nintendo likes to do things. The lack of a CD or DVD player is just a side-effect of Nintendo's preference to exert as much security over its products as possible; those mini-discs are harder for pirates to duplicate. And the fact that the GameCube has fewer M-rated games is pretty insignificant. Just because a game is M-rated doesn't mean it's good or even mature in terms of gameplay quality. If you go around looking for M-rated games to play just because you think they are more appropriate for you, then you're probably less interested in playing a good game than you are in seeing some violence or boobies. To answer your second question: We haven't heard of

any such story. It sounds like a rumor that somebody just made up.

#### CRACKLIN' TV

When my friend plays his PS2, his TV starts to crackle, but when he plays DVDs or he just watches TV, it doesn't crackle. And my TV doesn't crackle when I play my PS2. I was wondering, what causes the crackle, the PS2 or the TV?

—Chad Clausen  
Lebanon, OR

You shouldn't have too much *Crackel*. It makes you hyperactive and your teeth will rot.

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PlayStation 2



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One of the most anticipated games in recent memory, the latest and greatest new Zelda game has been the subject of much controversy, primarily due to the choice of graphics style. During a time when most developers are touting their pixel shading and texturing technologies, Nintendo has opted for a style that favors much simpler visuals. The emphasis on animation over still imagery is to be commended. Of course, *Zelda* is a gigantic game, this introduction will cover everything up until the end of the Forbidden Woods.

by Ara Shirinian

# THE LEGEND OF ZELDA

## the wind waker

PART 1



### Puzzle Solving

While most people are familiar with the series, I wanted to mention a few things about the gameplay style of *Wind Waker* (in addition to previous *Zelda* episodes). At its very core, the spirit of the game revolves around solving puzzles of all kinds.



Because of its non-linear nature, you will inevitably come across puzzles here and there without even realizing it. Unfortunately, a lot of solutions to puzzles are predicated upon simply "knowing" how to use some item in a particular context. Most items can

function in several different ways. Usually, the function of an item is obvious. In certain situations, items have obfuscated functions that don't seem to make any sense until after you actually use them in that way. In a few cases, you might notice that an item's function still doesn't make sense even after you figure out how to use it.

At least in the first half of your quest, realize that the game wants you to use items you have recently obtained whenever possible. Whenever you come across a puzzle that you can't figure out, always try your most recently-acquired items first. It's also worthwhile to try out items in unconventional ways. Throughout this strategy, I'll point out the particular weird ways that you can use items in order to solve the different puzzles in the game.

### Wind and Time

The wind will always blow in one direction no matter where you are. This can have an effect on certain things even if you are on land, but the most obvious effect it has is on your boat's speed.



Basically, sailing against the wind is impossible. However, the game is pretty lenient, so you can still sail fast if you are perpendicular to the wind. At Dragon Roost Island (F2) you'll be able to obtain Wind's Requiem, which allows you to change the wind's direction at will. The game also simulates the passage of day and night as well as various phases of the moon. While you are out at sea, time will pass quickly—but if you are on a large island, time will not pass at all. As you might expect, some events will only occur during the day or at night.

### The New World of Zelda

Unlike all of the previous games in the series, the world of *The Wind Waker* is one gigantic collection of islands. The complete map is contained on a square that's 7,000 units long on each side. The world is then divided into 49 areas which are 1,000 square units each. In each area, you'll find an island or collection of islands that fits into 200 square units. I've assigned a coordinate system to identify each area in the game. For example, Outset Island is located in area B7. Some areas contain dungeons, which I will consider to be separate areas by themselves, e.g. Dragon Roost Island (F2) contains Dragon Roost Cavern (F2) even though they have the same coordinates. Besides that, in each area you might find look-out posts, submarines, rafts and all kinds of enemies at sea.



### Game Flow

Initially, the game will not allow you to go anywhere you want. Some areas will be restricted, forcing you to go to certain locations in a particular order:

1 Outset Island Sequence	B7 only
2 Forsaken Fortress Sequence	A1 only
3 Windfall Island to Dragon Roost Cavern	D2, E2 and F2 only
4 Dragon Roost Island to Forbidden Woods	Above areas, plus F3, F4, F5 and F6
5 After Forbidden Woods	Everywhere except A1

## General Advice

You can obtain items in two different ways: by completing certain objectives or by opening treasure chests. In the following pages, the strategy will be organized by area. For each area, I'll first describe any interesting events or items that are worth mentioning. Then, any event-related items that I have not previously mentioned



will appear in the "Other Event Items" table. Finally, all other items that can be found in treasure chests will appear in the "Treasure Chests" table. Some events span several areas. In those cases, I will reference other areas involved when necessary. The only items that I will not mention are randomly-appearing

Rupees and spoils, as well as underwater treasure chests that don't have a Treasure Chart to go along with them. Remember, in order to initiate certain events, you might have to talk to a certain character several times, or you may have to accomplish certain other things first. Whenever possible, I'll describe the necessary prerequisites for initiating each event.

## Treasure Hunting

Much of your exploits at sea will involve hunting for treasure. Once you obtain the Grappling Hook, you can fish for treasure chests buried underwater. Throughout



the game, you'll also find Treasure Charts and there. Each chart will reveal the location of hidden treasure. While you are at sea, treasure markers will appear as glowing points from far away. They'll tend to disappear as you get close,

so fix your eyes on the spot before you approach one. Small treasure markers are represented as rings in the water. If you search those with your Grappling Hook, you'll usually only get a few Rupees or an enemy spoil.

The big ones are represented with an additional vertical beam of light, and those will only appear after you obtain the corresponding Treasure Chart. Generally, these spots are where the bigger treasure lies.



## Rupee Denominations

Rupees come in all kinds of different colors. I will refer to Rupees by their color except when buying items is involved.

Green	1
Blue	5
Yellow	10
Red	20
Purple	50
Orange	100
Silver	200



## The Tingle Tuner

After you find the Tingle Tuner, you'll be able to connect your Game Boy Advance to the GameCube. Using this item is great, because it displays additional



map information that won't appear on your regular screen. In fact, I recommend

playing with the Tuner on as often as possible. There are some third-party, unlicensed adapter products that allow you to output the video from the GBA to a television screen.

This is my preferred way of playing the game since the GBA's screen is so small and dark; I set up two TVs, side by side, with the GBA display on the left and the GameCube on the right. If you have the means to obtain and install such equipment, I highly recommend it. (Just remember that unauthorized modification of your GBA will void its warranty.) You can also play in pseudo-two-player mode, with one player manning the GBA and pointing out items on the map.



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## Outset Island

### Points of Interest



Orca collects Knight's Crests. Later in the game, you'll be able to trade these to him.



Certain parts of the island will be inaccessible until you return here later in the game.

### Beedle's Shop Ship

Just offshore, you'll find Beedle's Shop Ship. Beedle also keeps a Membership Card for you. After you make 30 purchases, he'll award you with a Silver Membership and a Complimentary ID. If you make 60 purchases total, he'll give you a Gold Membership! You'll encounter him repeatedly throughout the game, so you don't have to try to buy everything right away. Initially, he sells the following items:

Item	Cost	Notes
Bait Bag	20	Holds up to eight kinds of bait
All-Purpose Bait (3)	10	—
Hyoi Pear (1)	10	Seagull bait



B7 Outset Island continued

## Other Event Items

Item	Location	Notes
Hero's Clothes	Grandma's House	Talk to Grandma
Telescope	Watchtower	Talk to Aryll after obtaining Hero's Clothes
Hero's Sword	Orca's House	Talk to Orca after the Telescope event
Hero's Shield	Grandma's House	Talk to Grandma after rescuing Tetra
Spoils Bag	Pirate Ship	Pass Niko's test
Pirate's Charm	Pirate Ship	Obtained automatically when you reach Forsaken Fortress

## Treasure Chests

Contents	Location	Notes
Red Rupee	House near Watchtower	Crawl through the tunnel inside the house
Piece of Heart	Grandma's House	Crawl under the porch from outside



A1



## First Dungeon: Forsaken Fortress

1 If any of the guards or searchlights spot you, you'll be thrown in jail. To get out, just jump on the shelf and look for an opening behind the pot.

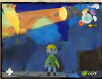


2 The first floor is the most dangerous part of the dungeon. Stay out of it unless you're going for a particular treasure chest down there.



## Points of Interest

3 There are several ways to go into this first dungeon, but they all eventually lead to the same place.



4 Before you can reach the top of the dungeon, you must turn off all three searchlights by defeating the enemies manning them.

## Other Event Items

Item	Location	Notes
Hero's Sword	Atop fortress	—
Joy Pendant	Atop fortress	Dropped by final enemy

## Treasure Chests

Contents	Location	Notes
Compass	2F, lower right room	—
Dungeon Map	2F, lower left room	—
Piece of Heart	1F, lower left room	Jump on switch to open jail cell door
Yellow Rupee	1F, middle left room	—

D2



## Windfall Island

## Points of Interest

## Skull Necklace Collector

The guy outside the Bomb Shop collects Skull Necklaces.

Give him three and he'll let you play his Piggy-Sitting game once. You'll have find three pigs on the island and return them to him within two minutes! Make sure you drop each pig in front of him. If you throw one on the ground, it may not count. Your reward is a measly Purple Rupee.



## Crazy Dancer

First use the Wind Waker in front of the guy who's constantly dancing at the grave. He'll show you a special dance. Mimic his movements (Right, Left, Down) with the Wind Waker and you'll learn the Song of Passing!



## Lenzo's Assistant

If you talk to Lenzo and you have the Picto Box, he may offer you to become his Research Assistant! He'll give you a series of tasks involving photography. For each one, take the proper picture and show it to Lenzo. After completing all three tasks, you'll officially become his Assistant and you'll get a Joy Pendant.

Task 1—Just walk to a point above and away from the mailbox where you can get a clear view. Wait around for a while; eventually, someone will stop to post a letter. Take a picture of this person while the letter is out.





## 02 Windfall Island continued

### Points of Interest

**Task 2**—Go to the upstairs bar and take a picture of the man who is shivering. To get him to start shivering, just break some pots or glasses around him.



**Task 3**—Take a picture of this couple when they meet each other. The man is continuously strolling around town, so just follow him and wait until they get close. Make sure you snap the moment when the two are directly looking at each other.



### “Perfectly Round, Pale Thing”



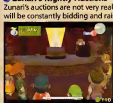
During the daytime, a guy sitting on the steps asks you for a picture of his favorite “Perfectly round, pale thing.” What you need to do is take a picture of the full moon with the Deluxe Picto Box. The easiest way to do this is to get the Song of Passing first, then just cycle through days and nights until the full moon appears. In exchange, he’ll give you Treasure Chart 31.

### Secret Lovers

Take a picture of the girl with the clothes from Outset Island, then show it to the guy who likes to take strolls around town. Next, advance time to the next day and visit them in the cafe bar. Talk to both of them and they’ll give you a Piece of Heart.



### Zunari’s Nightly Auctions



Zunari’s auctions are not very realistic at all, because everybody will be constantly bidding and raising the price. If you enter a “high” bid, you’ll temporarily stun everybody and they won’t be able to bid. However, when they recover their senses, everyone will bid even more furiously than before. If you wait to just bid in the last five seconds, everybody else will bid more often, so the price will go up by a lot anyway. I’ve experienced the best success with the following strategy:

- Bet 10 rupees or 10% of the current price, whichever

is greater. Round up to be safe. For example, if the price is 155 Rupees, bet 16 more.

• Bet again as soon as your opponents recover from their stunned state. Ideally, you will want to dominate the betting floor and keep everybody stunned for as long as possible. If you do it right, you may be able to be the only one betting! If you don’t win an item at the auction, it will appear again the next time you try. However, if you leave the whole island and then come back, the item being offered may change.

At least for the first part of the game, there are only four different items you can win. If you get them all, Zunari will stop holding auctions!

Item	Starting Bid	My Winning Bid
Treasure Chart 38	60	190
Treasure Chart 18	5	185
Joy Pendant	40	100
Piece of Heart	80	178

### 1 Deluxe Picto Box

After you become Lenzo’s Assistant, go to Forest Haven and use a bottle to catch a Forest Firefly. There are all kinds of lights moving about in Forest Haven, but the Forest Firefly emits a larger and different kind of light than all the others. Bring this back to Lenzo and show it to him. He’ll transform your Picto Box into a Deluxe Picto Box! After this, Lenzo will sell you his Legendary Photograph for 50 Rupees.



### 2 Take a Picture of Minerva

With the Deluxe Picto Box, take a picture of Minerva from the waist up. She’s standing in front of the Gel Jelly Juice Shop. Show her the photo of herself and she’ll give you Treasure Chart 33.

### 3 Windmill/Lighthouse



In order to get the windmill going, first use Wind’s Requiem and make the wind blow northward. Then climb the long ladder and step on the switch at the top. By climbing onto the windmill, you can reach a secret second-floor entrance to Lenzo’s house! Later on, you’ll be able to light the lighthouse with a special item.

### 4 Town Gossips

If you enter Lenzo’s house from the second floor, you’ll notice a small crawl space next to the two treasure chests. Follow it all the way and you’ll end up on Lenzo’s staircase. Carefully look through the railing and you’ll see Lenzo and Minerva! Take an unobscured picture of the two of them through the stairs and show it to the two gossiping ladies. You’ll get Treasure Chart 24 in return!



### 5 Zunari’s Trading Service



If you return to Zunari during the day with a delivery bag, he’ll give you a Town Flower. You’re supposed to trade it to a traveling merchant on Bomb Island. For each new traveling merchant you trade with, more items will become available at Zunari’s store.

D2 Windfall Island continued

## Points of Interest

## Bomb Shop

The prices here make bombs impossible to buy, but don't worry. When you progress far enough into the game, you'll automatically be able to buy bombs inexpensively.

## Gel Jelly Juice Shop

You'll need an empty bottle in order to buy items here. If you bring him new types of Chu Jelly, he'll create new items to sell you.



## Bring this...

## To get this...

Five Red Chu Jelly	Red Potion
15 Green Chu Jelly	Green Potion for sale
15 Blue Chu Jelly	Blue Potion for sale

## Other Event Items

Item	Location	Notes
Tingle Tuner	Tingle's cell	—
Tingle's Chart	Tingle's cell	—
Picto Box	Tingle's cell	Beyond the mouse hole
Boat's Sail	Outside	Buy from Zunari for 80 rupees
Piece of Heart	Outside	Talk to Mrs. Marie, then talk to the Killer Bees and beat them at their game
Purple Rupee	Mrs. Marie's House	After completing the above event, go back and talk to Mrs. Marie
Joy Pendant	Tree outside Bomb Shop	After completing the above event, talk to Killer Bees again. Run into the tree to shake the item loose.

## Treasure Chests

Contents	Location	Notes
Red Rupee	Auction House 1F	Jump down from the second floor to get on stage
Treasure Chart 29	Lenzo's House 2F	Jump from the windmill outside
Purple Rupee	Lenzo's House 2F	—
Green Rupee	Underwater	See Treasure Chart 18

## Battleship Game Room

This is a mini-game loosely based on the popular Battleship board game. It costs 10 Rupees per play. There's more luck to the game than strategy, so just keep trying until you win.



## Do this...

## To get this...

Win the first time	Piece of Heart
Win a second time	Treasure Map 7
Win a third time	Purple Rupee
Beat the high score of 20	Treasure Map 23
Beat the high score a second time	Orange Rupee

## Mrs. Marie's Joy Pendants

After you complete the events between the Killer Bees and Mrs. Marie, you'll be able to give Joy Pendants to her. She'll reward you depending on how many you have given her in total. She'll only give you a Red Rupee for one Joy Pendant, but she'll give you something special if you can collect 20 of them, and later 40 more.



## E2



## Pawprint Isle

## Points of Interest

A few sections of this island won't be accessible to you until much later in the game.



Don't forget that with the Grappling Hook you can also climb up



structures like the ones here, in addition to swinging around them.

## Other Event Items

Item	Location	Notes
Treasure Chart 34	Nearby boat	Talk to the treasure hunters on the boat

## Treasure Chests

Contents	Location	Notes
Piece of Heart	Underground cave	Crawl into the domed structures and drop in the hole
Red Rupee	Lookout post	Defeat the enemies on the high lookout post
Red Rupee	Underground cave	Use the Grappling Hook to climb up the ledge



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F2



## Dragon Roost Island

### Points of Interest

1 A Rito guard will give you something special in exchange for 20 Golden Feathers.



2 Immediately after you get the Empty Bottle, you can gather water in it and pour it on the dried Bomb Plants. You can then use the Bomb Plants to destroy the large rock covering the spring.

3 Once you receive Father's Letter, give it to Komali right away.



### Letter Sorting

At the Post House you can play a letter-sorting mini game. After you sort 25 letters in one session, a new mail sorter will appear at the Post House.

Perform another 25-letter sort after this and he'll give you a Note to Grandma. If you mail it, later on you will receive a Piece of Heart in the mail.

### Sort at least...

### Salary

10 letters	One Rupee per two letters
20 letters	One Rupee per letter
25 letters	Three Rupees per letter

### Other Event Items

Item	Location	Notes
Wind Waker	Island shore	Obtained automatically upon arrival
Wind's Requiem	Wind Shrine	Conduct the inscription written on the blue gravestone
Delivery Bag	Island interior	Obtained automatically when you reach the interior
Father's Letter	Medli's room	Talk to Medli
Empty Bottle	Dragon Roost Pond	Help Medli at the pond after you give Father's Letter to Komali

### Treasure Chests

Contents	Location	Notes
Yellow Rupee	Sorting Desk	Use Tingle to bomb open a large rock near the Wind Shrine
Silver Rupee	Underwater	See Treasure Chart 39

F2



## Second Dungeon: Dragon Roost Cavern

### Points of Interest

1 You can light a stick that you are carrying by simply moving it close to a torch. Similarly, you can light unlit torches by moving a lit stick over them.

2 Throwing water jars into lava will produce temporary platforms that are cool enough to walk on.

3 To destroy some wooden barriers, you can throw jars at them. Sticks by themselves won't work, but burning sticks will!

4 You can pick up a maggot that has curled up into a ball and place it on a switch.



5 Magical pots act as warp points, but you have to find at least two for them to work.

6 Remember that you throw sticks and blades much farther than pots or stones.

7 The grappling hook can also function as a way to pull certain switches.

### Boss

This battle has two parts. First, you must destroy the boss' armored shell. By using the grappling hook on the dragon's tail which is sticking through the ceiling, you'll force the ceiling to crush the boss' back. If you do this three times, his armor will disappear, leaving you free to attack his unprotected eye. In the second part of the battle, all you really need to do is attack the eye when it comes close to you. Although there are several wooden platforms in the room, you don't really need to use them in battle.



## F2 Second Dungeon: Dragon Roost Cavern continued

### Other Event Items

Item	Location	Notes
Golden Feather	Outside cliffs	Dropped by enemy birds
Small Key	Outside cliffs	In a bird nest
Skull Necklace	4F	Defeat all the enemies on the mountaintop
Grappling Hook	4F	Talk to Medli on 4F
Heart Container	3F	Defeat the boss
Din's Pearl	Outside shore	Obtained automatically after boss

### Treasure Chests

Contents	Location	Notes
Small Key	1F, first room	Light the two unlit torches
Dungeon Map	1F, T-shaped room	—
Small Key	1F, lower-right room	—
Compass	2F, left room	—
Small Key	2F, left room	Beyond the wooden barrier
Joy Pendant	2F, dark room	—
Yellow Rupee	2F, central room	Try a Tingle Bomb on the ledge opposite the Mystical Pot
Treasure Chart 39	2F, room with table	Light the unlit torch
Joy Pendant	2F, right room	Destroy all enemies in the room first
Dragon Tingle Statue	1F, top room	Use a Tingle Bomb on the topmost point of the 1F map
Big Key	1F, upper-right room	When the Magtail rolls up into a ball, pick it up and put it on the switch
Treasure Chart 11	1F	Use the Grappling Hook to reach the chest
Yellow Rupee	3F	Next to the boss' room
Knight's Crest	3F	Next to the boss' room



F3



You won't be able to enter Fire Mountain until later on in the game.

## Fire Mountain

### Points of Interest



A giant squid may appear in this area. It tends to appear in regions where seagulls gather. You'll only be able to defeat it if you have the Boomerang.

### Treasure Chests

Contents	Location	Notes
Yellow Rupee	Lookout post	—
Orange Rupee	Underwater	Defeat the giant squid first



F4



## Eastern Triangle Island

There's a mysterious statue on this island. There isn't much to do here until later on in the game.

### Treasure Chests

Contents	Location	Notes
Silver Rupee	Underwater	See Treasure Chart 34



F5



## Bomb Island

Make sure you meet with the traveling merchant here. If you show him a Town Plant that you got from Zunari, he'll trade it for a Sea Flower.

Contents	Location	Notes
Empty Bottle	In the submarine	Just south of Bomb Island
Red Rupee	Lookout post	—



### Treasure Chests



F6

## Forest Haven

### Points of Interest



#### Hollo's Forest Potion Shop

If you have an empty bottle, Hollo will trade you a Blue Potion for four Bokobaba seeds.

#### Nintendo Gallery



There's a small island just northwest of Forest Haven. To get there, use the Deku Leaf to reach the peak of Forest Haven. Just go back to the place where you first obtained it; you'll notice that the path keeps going upward. Outside, jump off the ledge and use the Deku Leaf again to float down to the island. There's a giant vault that's sealed shut! In order to open the vault, use a Hyoi Pear on this island. If you try to use the pear anywhere else, it won't work. Next, fly the seagull right into the white switch on Forest Haven's cliff. Presto! Once you gain access to the Nintendo Gallery, you'll have to show pictographs of either people or monsters to the Master Sculptor. The subject has to be facing you, and you have to capture the entire body in the frame. Not only that, but the Master Sculptor only accepts color photos!

### Other Event Items

Item	Location	Notes
Deku Leaf	Deku Tree	Talk to the Deku Tree
Piece of Heart	Mailbox	Check the postbox after completing Forbidden Woods

### Treasure Chests

Contents	Location	Notes
Piece of Heart	Southeast isle	Float from the southwestern cliff of Forest Haven



#### Deku Leaf Technique

You'll find the Deku Leaf all the way up near the top of the Deku Tree. When using the Deku Leaf to float, if you're approaching a ledge and you don't seem to have quite enough height, you still may be able to grab on to the edge. However, you must put away the leaf before you actually touch the ledge, otherwise you'll bounce off it. Even one bounce may cause you to lose enough altitude to ruin your chances of making it. It's almost impossible to properly judge distances, but if you can, let go of the leaf just before you touch the ledge; you'll have a better chance of grabbing on at the last second.

F6

## Third Dungeon: Forbidden Woods

### Other Event Items

Item	Location	Notes
Heart Container	2F	Defeat the boss
Farore's Pearl	Deku Tree	Obtained automatically after boss

### Treasure Chests

Contents	Location	Notes
Dungeon Map	1F, first room	—
Knight's Crest	B1, bottom room	Use a Tingle Bomb on the plant
Treasure Chart 1	3F, bottom room	Use a Tingle Bomb on the plant
Red Rupee	2F, inside a tree	Use Deku Leaf to reach it
Joy Pendant	2F, in the hallway	Defeat all the enemies
Yellow Rupee	3F, in the left hallway	—
Compass	3F, left room	—
Small Key	3F, left room	—
Joy Pendant	4F	—
Boomerang	4F, top room	Defeat the enemy first
Joy Pendant	4F	—
Yellow Rupee	B1	—
Forbidden Tingle Statue	B1, top room	Use a Tingle Bomb in the corner of the room
Treasure Chart 15	B1, top room	See "B1 Puzzle" above
Big Key	B1	Beyond the Octoroks



# Third Dungeon: Forbidden Woods continued

## Points of Interest

**1** You have to use your Deku Leaf a lot here. When in doubt, try blowing things with it, like seeds, leaf piles or anything that has a leaf on it.

**2** To open doors that are surrounded by a plant, throw a big seed into the plant's mouth while it's open. Sometimes you can also destroy these plants with Tingle Bombs!

**3** Near the end of the dungeon, the flower petal will move if you stand on it and use the Deku Leaf.

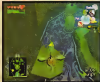
## B1 Puzzle

This room is the first place where you encounter a puzzle that is actually hard. There is a chest in the center of the room, but there's a plant covering it. In order to get rid of the plant, you have to throw the bomb lying on a ledge above the entrance into the hole above the plant. It seems impossible at first to even get to the bomb.

First, position the gondola on the side nearest to the bomb. Using the Deku Leaf, you have just barely enough space to float from the platform next to the gondola to the floating island on the far right side. From there, it's possible to use the Deku Leaf again and float to the platform containing the bomb. Once you reach that point, it's a simple matter to get it into the hole!

## Boss

This one is actually much easier than the first. The weak point is the core, but usually it's surrounded by giant petals. In order to expose the core, shoot your boomerang at the vines that suspend the boss from the ceiling. Try to target as many as possible at once—but you will have to throw your boomerang about three or four times to get them all. The vines will grow back over time if you are too slow. When the boss falls, the petals will give way, so you can jump right in and go for the core. If you stay there too long, you'll take damage...but even if that happens, you can just collect a couple of hearts from the grass in the area.



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Continued next month!





# DEVIL MAY CRY 2

Capcom's adrenaline-pumping action-adventure *Devil May Cry* has earned its inevitable sequel. While much of the new game will feel cozy and familiar to fans of the original, Capcom has added some new features that make the sequel worth playing. Leading man Dante has a double jump from the start of the game, he can run

up walls and flip over enemies below him, his Devil Trigger form is more powerful and he can target and attack multiple enemies simultaneously with his handguns.

The game also introduces a second playable character: the mysterious Lucia, who relies mainly on her double blades for attacking but can hit enemies at longer ranges with

throwing knives. While the original *Devil May Cry* took place mainly in and around a giant castle ruin, this game puts Dante (and Lucia) into mostly urban locales, including a train station, rooftops, subway tunnels and industrial factories. This guide will lead you through the stages and help you to defeat the many enemies standing in your way.

BY PAT REYNOLDS

## SECRET ROOMS

Hidden throughout the missions of *Devil May Cry 2* are many, many hidden rooms. You'll find these rooms by walking up to a door, wall or other terrain feature and pressing **X**. If there's a secret room hidden there, you'll be taken to it, where you'll fight one or more waves of enemies and then be rewarded with various orbs. Think of these secret rooms as recovery stations peppered throughout the game, as they'll always refill both your health and Devil Trigger meters when cleared. Additionally, Dante will receive a Blue Orb Fragment on every even-numbered Secret Room, while Lucia gets one in every Secret Room.

SECRET ROOM

LEVEL 7

## WALKTHROUGH

Although you have the option to play through the game as either Dante or Lucia, their games cover a lot of the same ground, including shared stages and bosses. Dante's game is longer—and harder—than Lucia's, so this guide will cover his missions in detail, after which I'll describe only Lucia's new stages and bosses. Basically, if you can beat *Devil May Cry 2* with Dante, you'll have very little trouble with Lucia's game.

## DANTE'S GAME

### DANTE'S WEAPONS

#### Rebellion

Dante begins the game with this sword. It features average attack speed and damage.

#### Merciless

Dante's longest sword, Merciless has great reach but does less damage per hit than his other blades.

#### Vendetta

This massive sword inflicts the most damage of Dante's swords, but also has the shortest reach. When you find Vendetta, you'll probably want to keep it equipped for the rest of the game.

#### Handguns

Dante's trademark twin handguns are useful throughout the game. They have a very high rate of fire, never pause for reloading and can handle multiple enemies at the same time.

#### Shotgun

Delivering huge damage at close range, the shotgun is the perfect weapon for softening up monsters before charging in for a sword combo. When wielding the shotgun, Dante keeps one of his handguns in his other hand and can target two enemies using both guns. The shotgun has a short pause to reload between shots.

#### Missile Launcher

A mighty weapon capable of inflicting tremendous damage, the missile is slow—which makes it difficult to accurately hit fast-moving enemies—and there is a long pause between shots. However, the impact of the missile can scatter groups of monsters; flying enemies will crash to the ground for easier access and monsters who get too close for comfort will be sent flying across the screen.

#### Submachine Guns

Twin guns with the best rate of fire in the game, these weapons pin enemies down under a withering stream of hot lead but don't do much as damage per hit compared to Dante's other guns.





## MISSION 1



Double-jump inside the arch near the beginning of the stage to find a blue orb fragment. Four of these will increase Dante's health bar.



lilities. Get used to Dante's attack options before continuing forward.



where the flying enemies attack.

Press X near doors that Dante doesn't enter automatically and you might find a secret room. In this case, you'll find one through the large metal doors at the end of the track (near

## MISSION 2



just look for red orbs leading down passageways—the game's developers use this trick throughout Devil May Cry 2 to point you on your way.

if you get lost in the first section of this stage.



To get the door to open, destroy the blue spheres as they appear until all of the torch flames turn blue.



Dante to fly in his Devil Trigger mode. You'll need to use this new ability immediately to reach the stage exit located far above. If your Devil Trigger meter is low, stand on the energy fountain in the corner to recharge it before flying up to the exit.

Your first major battle takes place against two winged goat demons. Use the dodge button to avoid their projectiles and try to focus your attack on a single enemy until it's defeated before going after the other. Slaying these monsters will get you the April Heart item, which allows

## MISSION 3



other goat demon, the source of the attacks. Dispatch him first, then make short work of the other enemies.

Early in this stage, you'll reach an area where several enemies attack while blue energy geyser bursts from the ground beneath you. Ignore the enemies and run up the street, zig-zagging to avoid the energy blasts. You'll find an



stage exit. Leave the train station, head back up the road the way you came and use the key on the large ornate doors.

### Boss: Oranguerra

After taking down the demon goat and its minions, you'll find that the door leading into the train station has unlocked. Enter it to face this boss creature, a giant demon ape. It has two main attacks: it will jump on you from above or hurl energy spheres. Both attacks can be easily dodged. Keep on the offensive and the boss will be history in no time. You'll get the key to the

## MISSION 4



After defeating the enemies within the tower, you'll be rewarded with the Quick Heart, which allows Dante to run very fast while in Devil Trigger mode.

Follow the road until you pass the locked gate and enter a small tower.



you'll need to transform into Devil Trigger mode and run to the gate with the Quick Heart equipped. You'll probably still need to do a forward roll to squawk under the gate.

Hit this glyph outside of the tower to raise the gate. It slowly descends, though, so

### Boss: Jekattgulm



hit its head as many times as you can before it throws you off. Defeating this boss earns you the shotgun and clears the stage.

This large monitor stays safe behind its tentacles and poison gas cloud. Target one tentacle and fire or swing away at it until it retracts, then jump up onto the beast and

## MISSION 5



two white wolves. Dodge around their charging attacks and hit them when they recover. They're not much more difficult than regular enemies, but this is far from the last time you'll encounter the pair of wolves.

Right at the start of the mission, you're hit with a boss battle against



you and—annoyingly—draw your fire away from the ape. He uses the same attack patterns as he did the first time you fought him way back in Mission 3, so use the same moves to defeat him again here. Jump over the tanker truck parked at the end of the street to continue.

Here's another Devil May Cry trademark: repeat bosses! This time the big battle has some help in the form of smaller enemies who attack

### Boss: Demon Tanks



inflicting damage and moving away. Jump over the ruined wall at the end of the street to find the Offense Heart, which increases Dante's attack power while in Devil Trigger mode.

Shades of Shembi—it's demon-possessed military hardware that got in under their main barriers to send



## DANTE'S GAME



## MISSION 5

## Boss: Demon Helicopter



If it seems like this stage is just one boss after the next, it is. And since the handy aid my Shenkuu jinks, I'll just get to the strategy. Stay on the move to avoid its machine gun fire and missiles. You can double-jump from the debris in the area to reach the chopper and give it a taste of Dante's thrash-hit combo, which is the fastest way to take it down. Keep firing from the ground as well to chip away at its health and it'll drop before long. Alternatively, you can simply avoid the fight altogether by running through the opening in the ring of fire to enter the next area of this stage.



Next up, it's a race against fire up a long tower. Jump from platform to platform to stay out of reach of the flames and the demon chopper that's just getting warmed up.

## Boss: Demon Helicopter



Your reward for reaching the top of the tower? You get to fight the demon "cop" again. It's tougher this time, since you have less room to maneuver and the giant pit in the middle of the roof makes it harder to stay close to the boss. Defeat it, then follow the visual prompts that show you the path across and up the next couple of buildings. When you reach the final rooftop it's time to face the Helicopter one last time. Use the same strategies to before and you'll destroy it for good this time.

## MISSION 6



## Boss: Nefasturris

After the grueling triple duel against the helicopter in the last stage, this short mission may come as a relief. It's only a single boss fight. Avoid the monster's energy blasts by jumping over them and continually shoot until you've defeated it. Now you're facing the boss's head, which attacks with a variety of energy blasts. Stay to one side when it opens up to attack and use your dodge to avoid the other beam weapons; you'll get through this battle easily.



Leave the forcefield above. Use the Aerial Heart to fly to the top and collect the Flame Heart. Equipping this will add flame to Dante's Devil Trigger attacks.



Jump to the small ledge over the river of lava and enter the door there to find Vendetta, Dante's second sword. Follow the next series of rooms to the conclusion of the mission.

## MISSION 8

## Boss: Furintaurus



This boss is big and scary, but his roar is definitely more frightening than his bite. Dodge out of the way when he charges and keep your distance to avoid all of his other attacks. When he starts swinging his club above his head, he's creating a vacuum that pulls Dante forward. Use the backflip to avoid getting pulled in and avoided for big damage. You can get in a solid combo with your sword after dodging his charge. Keep shooting during the rest of his attacks and he'll fall quickly.



Get back out before it explodes! Take the right branch of the train tunnel and enter the door on the right. You'll find yourself back in the room near the river of lava. Backtrack from there until you reach a room with a giant fan.

The building is coming undone, and you'll need to



The plane will move forward and escape the fan. Break open the crates inside the plane to find the missile launcher. Dante's third and most powerful gun. Head back outside and escape the stage through the opening the plane has created in the fan.

Run against the pull of the fan and enter the cargo plane.



The gate in this room is kept locked by two glyphs, one on each side of the central area (the large squares in the floor). Move to either of them and hit it with your sword, then go into Devil Trigger mode and use the Quick Hit sword boost to get across to the other glyph and hit it before the first one is released. Get them both quickly enough and the gate will open. Hit the glyph inside; the gate to open the portal in the floor.

The gate in this room is kept locked by two glyphs, one on each side of the central area (the large squares in the floor). Move to either of

## Boss: Moctheran &amp; Larva



make a beetle for Dante, swallowing him and inflicting big damage if they succeed. Stay on the move and in the air as much as possible to avoid them. Break out the missile launcher for one last shot. If you're on the opposite side, it's back to the "main" room to go back under ground. Take shots at the moth while no larvae are around. When the moth goes down, you'll still have to battle it out with the remaining larvae, and this time they'll come at you in pairs. Jump around and fire from the air to avoid being ingested. When this battle is over, jump into the open portal to finish the stage.



After opening the portal in the area, Dante will be sucked down through the floor and forced to deal with this boss. The moth isn't the threat here, though; it's the giant larvae that it drops. They pop out of the ground and

## DANTE'S GAME

## MISSION 11



This is a pretty straightforward stage with a couple of Indiana Jones-style traps. When you start down the sloping hallway midway through

the stage, a giant glowing eyeball will appear and roll behind you. Dante can't outrun it in his normal form, so change to Devil Trigger mode with the Quick Heart squeaked to get past this obstacle. In the next room, a giant spiked press falls from the ceiling and then retreats before dropping again. You need to break through the door on the other side of the room. Again, Devil Trigger mode will save you here—run to the door and break it down with Devil-powered sword attacks.



In case giant eyeballs and spike traps weren't enough, the next chamber

throws some disappearing platform jumping at you! Get to the top of the room and activate the glyph to open the elevator in the floor below. While you're up at the top platforms, explore a little and you'll find the sub-machine guns. In the room with the three statues, you must break them all quickly to lower the burner in the next room. Use the Quick Heart to get there fast and collect the Healing Heart.

## Boss: Bolwerk &amp; White Wolves



Remember those white wolves from a few stages ago? They're back—and their master is with them. Take out the wolf first so you can concentrate on the boss.



without them attacking you. Dodge his chirps, then counterattack. Use Devil Trigger and lay the smack down for an easy victory.

## MISSION 12

## Boss: Energy Orbs



This strange boss kicks off the mission. Look on, pump and use

aerial sword attacks to take out the sections of the boss. You need to destroy all of the dual pyramid-shaped sections to defeat the boss.

## Boss: Platonian



This dual bill-and-chain-wielding boss gets some help from enemies that spawn during the battle and laser

beams that fire from the walls. Dodge his bill-and-chain attack, then rush in with a sword combo. Take to the air to avoid the laser beams—they telegraph their arrival with a faint blue glow before the actual blast—and ignore the other enemies. Defeat the boss to finish this mission.

## MISSION 13

## Boss: Arius



Time for the first confrontation with the mysterious main bad guy. Arius keeps his distance from Dante, summoning minions

to fight for him and using his power to take potshots from long range. At close range, he has some nasty energy attacks. Rush him and get a sword combo in, then dodge out of range to avoid his counterattacks. He'll run to a new spot, so go find him and repeat until he's defeated.

## MISSION 14



You must find and activate four glyphs in this stage.

Turn right at the beginning of the stage and get up onto the rooftops to find the first (and best-hidden) of them. Now run around the stage—it forms a loop—and activate the remaining three glyphs.



Another glyph is located in a courtyard that's accessible by jumping through the opening in one of the walls. Inside you'll find

a new sword, Merciless, and the Healing Heart (if you didn't get it earlier) which increases Dante's health regeneration while in Devil Trigger mode. After activating the four glyphs, head through the door located in the short branch off the main path. Hit the center eyeball in the next room and get ready to mask a blast from Dante's pistol.

## Boss: Phantom



Yup, it's the giant maggot-spider boss from the first Devil May Cry. He's got a lot of fire-based projectile attacks, which can hit you from above.

Follow and stright ahead. Look for the telltale signs that precede these attacks and then dodge out of the way. Get in close and activate Devil Trigger mode to slash away without worry at the boss's head; otherwise, stay far away and fire with your handgun to drop the overgrown insect.

## MISSION 15



You'll find yourself back in the boss chamber from the last stage, with the eyeball portal. Hit the center eyeball again with your sword to start a three-minute countdown. You must defeat waves of enemies within the time limit to

open the portal. If the timer ends with enemies still alive, you'll have to start over again. When the portal opens, jump into it to finish the stage.



In the room, avoid the energy rings or they'll transport you to a secret room full of bad-guys—but without the normal payout of orbs that a regular secret room holds. Jump to the balcony and take the Sacrilege artifact from its holder. Piece it in the door leading out of the room to reveal another route in the hall of the building. Don't miss the blue orb on the far side of the balcony. Back in the hallway, explore the new corridor and you'll find the submarine guns hidden inside a breakable vase. (If you picked them up already back in mission 13, then don't bother looking for them here.)

## MISSION 16

MISSION 16 CONTINUED ON NEXT PAGE

## DANTE'S GAME

## MISSION 16



**Boss: Belverk**  
He's back, and so are his twin white wolves. Although the boss is a bit more aggressive this time, he uses the same attack patterns, so beat him the same way as you did last time.

There's a green orb for healing at the far side of the room. You'll find another Sacrilege artifact on the ground after defeating the boss. Place it in the door to leave the room and you'll find another new pathway out in the corridors.



first of the "final boss-s" of Devil May Cry 2. This one is a floating head that drops into three floating heads, which attack Dante with flame, ice and lightning projectiles. These attacks are not too hard to dodge, so break out your shiny raw rubber-chin guns and hold the triggers down while avoiding the attacks. When the heads reform into one, look out for the heavy damage that its beam attack can inflict.



**Boss: Trismagica**  
Defeat all of the enemies in the next room to collect yet another Sacrilege artifact. Enter the elevator and take it up to the next floor. It's time to face the

## MISSION 17

**Boss: Arius**

Arius fights the same way he did before. He runs away and calls

he ministers for help. This time he has some help from wicked new creatures—quick female demons called Secretaries with wicked blades—but the battle is much the same as the last time you faced him. To make the battle easier, try to take out the Secretaries before concentrating on Arius, then track him down, attack him and repeat. Defeating Arius clears this stage.

**Boss: Argosax**

This boss consists of parts of most of the other bosses you've vanquished throughout the game. As you move

around it, each part will attack you individually. Because of the strange nature of this boss, there's actually an easy way to beat it. For most of the heads, you can simply stand to one side and avoid all of their attacks while firing away with impunity. If you do take damage, dodge away from the active head to an area of the boss you've already defeated and heal up. When all of the heads are defeated, the final boss appears.

## MISSION 18

**Boss: Despair Embodied**

This boss will give you a serious fight, but it's not a hard battle when you know his patterns. He'll disappear just

before launching into any of his ground-based attacks, then reappear near Dante. Dodge to the side and open up with your guns. When he takes to the air, dodge like mad to avoid the energy shots he fires. When the boss is walking around, he's invulnerable, so stay back and let him make his move. The submachine guns are the best weapon for this battle; they'll chew through his health meter very quickly.

## LUCIA'S GAME

This section of the guide is extremely abbreviated, since Lucia's game covers about 95% of the same territory as Dante's, including the bosses. I'll cover the stages that are completely new, plus the Lucia exclusive bosses. Here's a neat little trick that will work wonders for beating the bosses with Lucia: Get right in the boss' face and swing away. When the boss begins an attack that would knock Lucia away, hit the Devil Trigger button and keep attacking. As soon as the boss' attack is finished, revert to normal and keep attacking. Lucia's fast attack speed builds up her Devil Trigger meter very quickly—by the time the boss is ready for its next attack, she'll be able to use it again!

## LUCIA'S WEAPONS

**Cutlaseer**

Lucia starts the game with this pair of curved swords. They are well-balanced and excellent for most situations.

**Klyamoor**

These blades are longer than the Cutlaseer, and they'll hit multiple enemies more often than Lucia's other blades, but they deal less damage than her other swords.

**Zambak**

These short, heavy blades inflict the most damage against Lucia's enemies. They cover a smaller arc during combos than her other swords, but are excellent for quickly taking down the tougher baddies.

**Throwing Daggers**

Similar in both damage and rate of fire to Dante's handguns, these knives are Lucia's range weapon at the start. Like Dante's guns, Lucia can target two enemies with these.

**Darts**

Lucia's darts deal less damage than her other range weapons, but she throws them in sets of three that spread across the screen, hitting multiple enemies.

**Cranky Bombs**

These bombs deal big damage, but have a low rate of fire and are sometimes difficult to use because of their short range. Lucia can target enemies and toss the bombs at them, or drop them on the ground around her and let them explode on their own, which often catches her enemies off-guard.

**Bow Gun**

For Lucia's underwater stages, this weapon becomes a mainstay. It's very similar to her throwing daggers in terms of damage, but it has a faster rate of fire and can only be used underwater.

## LUCIA'S GAME

## MISSION 6

You'll quit your first taste of Lucia's exclusive underwater struggle at the end of Mission 6. Dive in, press **○** to descend and **X** to ascend. Explore the underwater cavern until you find the bow gun, then find the submerged door that leads to the next stage.



## MISSION 7

You'll need to activate all of the underwater spheres by hitting them with your sword to reveal a set of platforms above the water. They lead to a glyph that will turn off the current elsewhere in the stage.

**Boss: Tatecobesu**



To become visible, then target and fire away with the bow gun. Swim upwards to avoid its charging attacks.

This big fish has the ability to cloak itself. You can still see where it is, but you can't target it. Stay out of its way and wait for it

## MISSION 8



Early in the stage you'll find a statue with an inscription that reads, "Reflect my power." The statue will begin shooting fireballs toward the far wall of the room. Hit them back at the statue to clear the way. Three reflected fireballs will open the way to the next area.



Hit the blue orbs in this room to change the torch flames from orange to blue. When they've all changed, ascending pillars of water will appear. Scale the pillars to reach the door that leads out of the stage.

## MISSION 13

**Boss: Possessed Arius**



This is a perfect battle, in which to employ Lucia's strategy of getting right in the boss' face and swinging every, using Devil Trigger to shrug off attacks. Dodge around to avoid the boss' energy spheres and simply press the attack to drop this version of Arius.

**Boss: Arius-Argosax**



lock-on button down and throw knives at the boss until it dies. This might take some time, depending on how much you've upgraded your throwing daggers, but that's pretty much all you need to do. The boss might get lucky and hit you once or twice...but it probably won't.

I feel silly writing a strategy for beating this boss, but here goes. Stand to one side, hold the

## SECRETS

## BLOODY PALACE

Beat the game with both Dante and Lucia at the Normal difficulty setting to unlock the Bloody Palace. The Bloody Palace is an infinitely long series of rooms, each filled with tougher enemies than the last. After clearing a room, three portals will appear. The first portal (its base looks like an open ring) advances you to the next stage. The second (its base is a purple circle) takes you forward 10 stages. The final portal (with the green ring at its base) takes you forward 100 stages. See how far you can get and how many red orbs you can collect in the Bloody Palace! When you are defeated, you'll receive a generous red orb bonus based on how far you progressed. Use this bonus to buy items and upgrades for the extra difficulty modes.



## "HARD" AND "MUST DIE" MODES

Although Devil May Cry 2 defaults to Normal difficulty, there are two additional difficulty settings: Hard and Must Die. To unlock Hard mode, beat the game with Dante and Lucia at the Normal setting. To unlock Must Die mode, beat Hard mode with both Dante and Lucia. The only changes that these settings make to the game are progressively tougher enemies.



## HIDDEN COSTUMES AND CHARACTERS

Beating the game with each character on each level of difficulty unlocks either a special costume or a new character. Clearing the game in Normal mode with Dante or Lucia unlocks their Diesel Jeans costumes. Beating the game at the Hard difficulty setting with Dante unlocks Trash from the original Devil May Cry. Trash wields Sparda, the powerful synthlike sword from the first game. Clear Lucia's game in Hard Mode to unlock another alternate costume for her. Beat Must Die mode at Dante to unlock his original costume from the first game (as well as the sword Force Edge), completing Lucia Must Die: allows you to play as Secretary, one of Arius' female bodyguards.



# INDIANA JONES

## AND THE EMPEROR'S TOMB

In stark contrast to the parade of *Star Wars* titles, console games based on the Indiana Jones films have been few and far between. The Collective—developer of the much-praised *Buffy: The Vampire Slayer* Xbox game—has expanded Buffy's remarkable game engine and added even more gameplay depth and attack methods to finally portray Indiana Jones and his exploits the way they were meant to be. In *Indiana Jones and the Emperor's Tomb*, Indy travels to China circa 1935 to prevent a powerful artifact from falling into evil hands. Armed with his trusty whip and numerous weapons earned throughout the course of the game, Indy is counting on you to guide him through 10 levels encompassing 64 sub-levels of action. Fortunately, *Tips & Tricks* is here to show you the way to victory!



## MASTERING TECHNIQUES



### Whip Swing

When you see the whip icon appear, equip the whip from your inventory and press the A button to swing. Remember to hold the A button down until you're ready to let go at the end of the swing.



### Jumping Whip Swing

After equipping the whip from your inventory, press the B button to jump, then press A to use the whip. Depending on where you need to jump, you may find it easier to delay pressing the A button until you are directly

over or under the area where the whip is required.



### Climbing

Walls with vines, ledges, pillars and ladders can usually be climbed simply by pressing Up on the Left Thumbstick. Try climbing various portions of the environment if you are unsure of where to go; exploration is a major part of the game; climb everywhere!



### Hand-to-Hand Combat

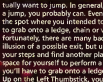
The real "meat" of this game lies in the tactical fighting maneuvers that Indiana Jones can use against his enemies. They include normal punches, kicks, grab, a headbutt and throws as well as the various other weapons Indy acquires during his journey (knives,

whips and guns). Some enemies require an ultra-aggressive fighting style; keep up the relentless offensive attacks until the enemy has been completely eliminated. For the rest, use a defensive hit-and-run style—initiate two to three offensive attacks, run off to safety until your enemy has completed an attack, then strike again before the enemy reverts to a defensive stance.



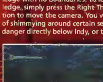
### Jumping

There are different types of jumps that you will need to master in order to complete this game. Elements of *Tomb Raider* are all around, and there's not always a clear distinction between where you think you want to jump and where you actually want to jump. In general, if it looks like you can make a jump, you probably can. Even if you don't land feet-first in the spot where you intended to go, you'll probably be able to grab onto a ledge, chain or vine and pull yourself up. Unfortunately, there are many background ledges that give the illusion of a possible exit, but ultimately force you to retrace your steps and find another platform. Always create some space for yourself to perform a running jump if you think you'll have to grab onto a ledge; as long as you're holding Up on the Left Thumbstick, you'll be able to grasp whatever ledge may be available.



### Shimmying/Wall Hugging

Press the Y button to safely shimmy across ledges. You will only need to press the button once to lock Indy to the wall; he will only fall off the ledge if you press the Y button again or if you go too far down a ledge with no boundaries. To look around while on the ledge, simply press the Right Thumbstick in the desired direction to move the camera. You will also need to master the art of shimmying around certain sections of platforms to avoid danger directly below Indy, or to progress through a level.



### Swimming

Press the B button while Indy is underwater to make him dive and swim. You will not be able to attack or use any health related items while underwater except for a Spear Gun, so be careful. To regain oxygen, simply rise to the surface; press the B button again when you're ready to submerge again.

## First-Person Perspective

Holding the Left Trigger will allow Indy to shift into first-person shooting mode (if he has acquired a weapon and has access to it from his inventory). The cursor is somewhat unforgiving; your best bet for hitting an enemy is to fire from within a reasonable distance while aiming for either the head or the legs. You can shoot an enemy from long-range, but it's best to wait until they're closer for easier takedowns.



swim underwater, giving him a limited amount of air. In later levels, Indy will be underwater for prolonged periods of time, requiring the use of an oxygen tank. Acquiring one of these automatically boosts your oxygen level by 50%!

## Life Bar/Oxygen Bar

Using a canteen, you can replenish your health by drinking from the plethora of water fountains spread throughout the game. Finding a canteen will increase the maximum amount of water you can carry for a certain period of time. To increase your health bar, you will need to locate a Health Potion, which increases the bar by 50% until the end of the level. Managing your oxygen bar is another crucial element of gameplay. Many levels require Indy to

# CEYLON

## GATES OF THE LOST CITY



Basic tips appear on the screen throughout the first few sub-levels: they hone Indy's exploration skills, training him for advanced jumps and climbing techniques. In this level you'll find the first of 30 artifacts hidden throughout the game. Head toward the top of the mountain and jump into the waterfall to reveal a secret area where you'll find the Idol of Ramba Vihara. Approach the path on the left, then jump over a pit and look for a waterfall to fill up your canteen. From here, turn right, climb on a series of ledges and jump across the canyon to a platform leading to a doorway. A series of vines located back near the waterfall. When you return there, you'll need to perform your first whip jump! Keep going through this area, using the machete once more to exit the level.

## THE HUNTER'S CAMP

You must discover a way to get through the flooded ruins. Head to the right and beat up one of the Ivory hunters. Cut the rope with the machete and go down the shaft. Defeat a few more thugs, grab some revolver ammo from one of the boxes and make your way to the crocodile head. You'll need to use your whip to swing to the other side. Follow the path and shimmy around the ledge. Smash the box off the ledge and move carefully across the path to another area where you'll need to use a whip. (If you go back to where the box fell, you'll find the Mahavatu Meek artifact.) Use the whip again to kick a broken pillar and head for the area surrounded by water. Swim through the water (there's no need to explore the underwater area here) and look for a ledge where you can get a drink from the fountain. Jump across at an angle to a lone platform next to a raised pillar. Climb the set of pillars toward the top of the level and jump across the area using the vine. Jump back toward a pillar on the other side after using the machete and fending off a gunman. Equip your whip, then jump straight up and use it on the crocodile head to get across another area leading to a hallway. You'll be forced down into some water. Swim through it until you come to a pedestal, then climb out. Check the right side of the path and pull a lever to reveal a doorway with two guards heading your way. Finish them off and exit the level.



directly in front of you (it's surrounded by shrubs). Shimmy your way across to the other side. Look for a large, decrepit door; you'll need a demo charge (bomb) to break it open. Return to the area you just came from and you'll see two doors. The one on the left contains the demo charge. Grab it and place it on the semi-broken door, then take cover (if you're too close to the explosion, you'll have to complete the level all over again). Enter the door to exit the level.

## THE PALACE OF FORGOTTEN KINGS

Look for a lever at the edge of the river canyon. It opens a door that leads to an open area where you'll fight three thugs. Climb onto a broken pillar to the right; it will lead you to a set



of gaps. You must jump across to reach an area where you will need to use a whip. After fending off one more thug, you'll reach an area with a jump that looks impossible! Instead of taking that leap of faith, simply drop down to the ledge below, then climb up the ledge on the

opposite side. Drop down into the room and look for a vine-covered area. Use the machete to get through here, then scale the vine wall to another area. First, get the Port Negombo relic by jumping across to a ledge after you climbed up from the vines. After grabbing the item, jump back and follow the path to the left. If you don't make it across the gap at first (the floor will crumble), you'll end up climbing out of another area to get back to where you started from. Roll under two sets of dart beams and you'll find...that you've been forced down to the same cavern! Make your way back up again, repeating the same sequence until you approach a tricky spot near the end of the level where you must use your whip twice in a row! Remember to hold the A button to release the whip after you let go of the first platform and don't press B!

## RIVER OF FANGS

Indy must now locate the entrance to the cave of the River Goddess. Cautionously advance through a path of spikes to get to the end of a walkway, only moving one step at a time. Defeat a group of thugs, then make your way to the water fountain if you need to refill your canteen. Flip a



switch on the left side of the room and head outside. In the far left hutch you'll find a larger canteen that stores more water for Indy! Approach the broken bridge and jump across each wooden space. You will eventually fall into the water, where you must avoid some nasty crocodiles. Immediately climb onto the ledge at the surface and throw a skull into the water to keep their snapping jaws occupied, then jump back into the water and swim to the ledge to your right. When you find the waterfall, swim under it. The ledge on the left nearby will contain a demo charge. Grab it, then jump across two relatively long ledges after you have reached the surface. Smack around two more thugs and use the demo charge. Pull the switches at both ends of the room to get ready for the real challenges that lie ahead!

## THE PATHS OF THE ANCIENTS



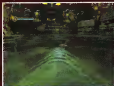
You'll need to find a way to break the crocodile gate. Whip across the first area, following a steady path to your right. Take out one thug and whip your way across to another area, then climb pillar and jump ahead, grabbing the thin ledge



## CEYLON

### • TEMPLE OF THE RIVER GOODESS

To unlock the Temple of Kouru Watu, head for the left side of the water after swimming through the tunnel. Climb the ledge and advance to the temple, hurling a skull into the water if a croc gets too close. Press the switch in the middle of this section to access a cage that will descend near the water, giving you a way to jump across! Stop at the water fountain and prepare to go through another level of spikes. Be careful when you reach the end of the spikes; you'll need to time your movements across the next area to avoid being hit by blue laser beams coming out of the wall. Pull the lever in the middle of the room, then return to the entrance of the temple.



### • INTO THE SACRED CAVERNS

Follow the path to the left until you reach an area with a skeleton resting on a ventilated floor panel. You'll need to "bait" the spikes that come from ceiling, tricking them into coming down before you actually enter. Once you have stepped on this area, run away for a second, then climb the pillar. The pillar will rise to an area above you, allowing you to climb down a hole further into the level. You'll fall into a chamber where you must make two precision jumps to avoid falling into the chasm. Use your whip to reach an area where there are two planks. Make your way to the left or right



side, climb the ladder (eliminating two thugs along the way) and scale the vine-covered wall. You'll find another ledge from which you can jump across and hang from a rope! Climb the rope and position yourself to make a jump to the ledge to the left. Approach the hallway and grab a drink from the fountain to your left, then look for a lever on your right. Pull it twice; once to access a cage in order to reach an additional platform, then to actually raise it to that specific area. Take out three more henchmen, then access the switch on the wall to open the door and exit the level.

### • THE SILENT GUARDIANS

Next, Indy must survive the trial of the guardians and make his way back to the sacred lake. Walk very slowly to avoid being seen or heard by the guardians. After the first section, you must shimmy across a wall to the right. Head for the skulls, hurling one of them to fool the guardian. Go for the skulls in the middle and do it again, all while moving forward through the area. You will come across a fountain (which is desperately needed at this point) followed by a long, step-by-step process of throwing skulls and moving slowly through plains of grass to the next set of skulls for safety. To jump over the flaming lava pit, hurl a skull to distract a guardian, then jump over that portion of the pit while it is retracting. Head up the stairs to finish the level.



### • THE IDOL OF KOURU WATU

Indy must escape with the idol...and his life! This is a very challenging level that will take a bit of time to finish, so be sure to follow the steps closely and slowly. Grab a skull and toss it in the water, then immediately grab another and toss it in the same vicinity as well. Swim over to the far left side, and swim fast! If the giant crocodile comes up close to you, one bite will mean sudden death. Fortunately, there is a little trick to keep the crocodile at bay: Simply swim around in circles while gradually moving forward to your goal; the crocodile will follow you, but not bite you! Grab onto the ledge, then pull a lever to lower a cage near the water. Jump across a broken plank in the same area, make sure the croc is in the same section, then pull a lever to bring down a cage and trap it. Now you can make a series of climbs and jumps without worrying about the crocodile having an Indiana Jones feast. Jump in the water and climb the cage to the top. Next up is a series of jumps from cage to chain and ledge, opening a series of doors with various levers. The last lever will open the stone crocodile in order for you to grab the idol. What are you waiting for? Jump in the water and grab it, then move along with your quest!



## PRAGUE

### • THE CASTLE GATES

Indy must discover a way to slip inside the castle grounds. Take out one of the well-dressed guards, then look for a ledge that leads you up a wall. You may need to turn the camera angle around a bit to locate it more easily. Follow the pathway until you come to a balcony with a cabin to your left. Grab onto the chain, climb down carefully and head for the right grassy pathway. Make a slight turn to reveal a less-obvious path with water coming out of the wall. Jump to the water pipe and shimmy across until you reach a platform where you must use your whip. Jump onto a chain and stay to the right to reach a door that will end the level.



### • THE DUNGEON

Whip across the platform, climb down the ladder and go down a spiral staircase. Follow the path until you come across a section of giant axes blocking Indy's path. Use the L button to roll through this section—carefully timing your jump over a small set of rolling spikes immediately afterward—and go through one more set of spikes. Pull the lever to open up a previously locked

door from the beginning of the level! Grab a drink from the fountain, then use the whip to get back to the caged area and pull another lever. Take out two thugs and enter the red door from which they came. Do a running whip jump over a hook to get over a chasm, then use the wall hugging technique to get to the left side of the area and pull another lever. This replaces the hooked cage with a chain that you can use to jump back across the chasm. Pull yourself up the chain to a ledge that allows you to land without hitting your head and falling to your death! Climb through the windowed area, take out three more thugs and pull another lever. Follow a path to the right until you enter a room with chains. Grab a drink from the fountain if needed, then climb the lone pillar and activate the lever on the right to access a chain which will allow you to reach a second chain in succession. You must climb the first chain a little bit and reposition it toward the second chain to reach it properly. Jump to the top section and activate another switch, releasing a platform. Get on the platform and find your way back to the lone pillar, then pull the left lever. Jump to the two chains, then pull one more wall lever and exit the level.





## PRAGUE

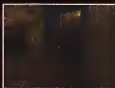


### • THE COURTYARD

Indy must now find a way into the castle's main keep. Enter the courtyard and look for the demo charge located in one of the trucks. Take out the henchmen with the machine gun located near the demo charge. After eliminating all the baddies, use the demo charge on the wall, then dive down into it and get ready for the next level!

### • THE GREAT HALL

You must locate the library key. After fending off a gunman, look for a long staircase that leads to a set of double doors. Follow the pathway to two flights of stairs in succession, using a Whip Swing to get across to a ledge. Shimmy across to a small lever which will cause the chandelier to fall on top of four goons. Leap onto the hanging chain, climb it and swing to a balcony which leads you to the room where the key is found!



### • THE LIBRARY



Walk to the left side of the library and use a whip swing. Use the wall hug to get to the next area and pull a lever in the library to reveal a secret room. Go back to the second floor, fight off some thugs and continue to the secret room. Climb the ladder and use the whip to swing on the chandelier. Go down a ladder, hug the wall and use a whip swing to get back to the other side of the library. Climb down a ladder and head to the right, then use the wall hug to move into a room that contains a hidden artifact, the *Medallion of Libuse*. Climb the ledge; inside this room you'll find the book that's needed to open the secret bookcase!

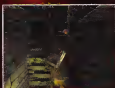
Backtrack until you locate the shelf with the missing book; you'll be moved into another secret room. The table on your left contains the castle map. Return to the main part of the library, fend off some more henchmen and go through the door to complete the level.

### • THE ASTROLOGER'S CLOCK

The next few levels will be short, but they're heavy on puzzle elements, so pay attention! Grab the crown on the table and IMMEDIATELY head for the quickly-closing door. Roll under the doorway, pull a lever and give the crown to the grim reaper. Access the astrological puzzle and place the moon at IV, the sun dial at II and the astrological sign at Taurus, the bull. A door will open, ending the level.



### • THE ARMORY



Indy needs to find the broken sword; not an easy task. You'll need to climb a ladder to a second level. When you are outside, walk to the right, use the wall-hugging technique and continue along the path. Climb a ledge to get to a ladder, grab the medkit from one of the boxes and climb down the chain, smashing through the window to get to another level. Take out some agents and hang out the opening to drop to a ledge leading to a window overlooking the armory. Kick the glass in and grab the Broken Sword, then take out a slew of enemies and make your way back to the pulley. Drop down

the ladder and take out one more thug to end the level.

### • THE ASTROLOGER'S CLOCK: PART 2

To solve the second part of the puzzle, give the broken sword to the Grim Reaper, then place the sun at XII, the moon at III and the astrological sign at Scorpio, the scorpion. Head for the next area!



### • THE OBSERVATORY



Outside the room you started from, take out a guard and jump on the small ledge; using the wall-hugging technique to get to the other side of the building. Jump across to the only available area and grab the *Stochov Fragment* artifact, then head for the door, beating a thug in the process. Jump to the chain and climb it. Grab one more ledge and continue along the pathway. Look for a small side path and use a whip swing to reach the other area. Open the door and collect the missing lever to access the hatch in order to look through the telescope. Go back up to where the telescope is and access

the secret panel to reveal Vega's Manifesto! Take out the thugs who are breaking down the door and climb the ladder next to the telescope leading to the outside. Use the pulley to arrive at another building, go down the stairs and complete the level.

FASTER!

AH YEAH!

FASTER!!

YEAH BABY!

FASTER!!!

C'MON BABY

FASTER!!!!

## PRAGUE

### • THE ASTROLOGER'S CLOCK: PART 3

You're halfway done! Hand over Vega's Manifesto and enter this setting on the astrological clock: sun dial at VI, moon dial at XI and the astrological sign at Gemini (twin). Make your way to the next area.



### • VEGA'S TOWER

Jump on the chain and position yourself to swing onto the ledge. A henchman will try to knock you off the chain with his



machine gun, so be careful! Try changing to first-person mode and taking him out with a machine gun first! After a sequence of jumping and ledge climbing, you'll need to wing into an open window to claim another hidden artifact, the Cistercian

Mask. After launching a hang glider and grabbing the Soul Crystal, you will need to work quickly, as poisonous gas has suddenly appeared! Jump onto a series of bookcases until you reach a path to exit the level.

### • THE ASTROLOGER'S CLOCK: PART 4

Finally...one more piece of the puzzle to go! Give away your soul crystal, setting both sun and moon to X and the astrological sign to Libra (scales).



### • THE LABORATORY

Indy needs to recover the second fragment of the Mirror of



Dreams...but what's this? Some strange monster resembling Dr. Frankenstein's creation has appeared! Simply grab three of the green vials located throughout the area and hurl them one at a time at the monster. After the third shot, grab the giant stick on the floor and

smash it into him using a stick-and-move strategy. After you defeat him, you'll be whisked away to Istanbul!

## ISTANBUL

### • ISTANBUL BREAKOUT

Armed with only his fists, Indy must escape from the cell and recover his equipment, then find a way into the ruined mosque.



Indy's satchel (with all of his weapons) is located inside a small bungalow-type area. Watch out for the exploding barrels—one blast and Indy is toast. Backtrack towards the unexplored left side of the prison and head for a battle scene in the middle of the yard!

After this is complete, go in the doorway to your left and climb the scaffolding. Look for the large dome to find the gateway to the next level. If you want to locate the **Piri Reis Manuscript** artifact, move to the left side of the exit door, slide down into an area that has a room with the artifact inside.

### THE SECRET OF THE MOSQUE: PART 1

The Nazis are excavating something below the mosque, and it's up to Indy to find out what it is! Head around the corner: after a few whip swings and a long, jumping whip swing down a shaft, move toward the watery chasm. Locate a demo charge near an area where a machine gun and ammunition can be found. Use the demo charge to destroy the wall with the demo charge icon and exit the level.



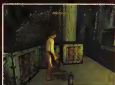
### THE SECRET OF THE MOSQUE: PART 2



Indy needs to get to the crane and use it to descend into the pit. At the beginning of the level, immediately turn around and roll under an opening in a wall to discover the **Ottoman Seal**. Traverse the scaffolding and pathways until you reach the giant crane.

When you are at the controls, grab the giant head and drop it on a shaft, which will lead you to the next area.

### THE SUNKEN PALACE



Grab the oxygen tank on the surface, then head underwater until you reach a sandy surface area with a path to a hut. Grab the spear gun and map from the hut; if needed, you can also roll under a partially-blocked wall behind the hut for a quick drink! Dive underwater and use your

spear gun to knock off some Nazi henchmen and sharks (three shots will kill a shark, two for any henchmen), then grab the demo charge. Fight your way out of this area and back to the sandy beach where you rose before. Use the demo charge on an area near the first archway, then make your way across a series of crucial jumps and platform leaps until you reach an area where you must use a machete to drop a wooden box. You can find a nice **Delian Prodammation** artifact in the rubble! Move to the crane and slam the giant head into the wall, creating another path that will cause you to make a series of tricky jumps leading to the end of the level.

### • THE GATES OF NEPTUNE

Indy must breach the Temple of Poseidon—but first, he'll need to locate the Kraken, Seahorse, Trident and Wine coins to open the temple's gate! After diving into the water, climb onto the pathway and follow it along the low ledges, then turn left, climb the pillar and use your wall-hugging technique around a corner. Jump across a couple of ledges and make your way up the wall.

Make another long jump; then go down the stairs and you will locate the Wine Coin. Dive in the water and head for the subtle opening with a staircase. Follow the series of jumps—including one that will require you to jump sideways—and you'll eventually slide down to reach a ledge. Grab a demo charge near the campfire below this section and use it to reveal a water fountain behind the broken wall.

Swin back to another area where there is a broken archway and use the demo charge there to grab the Trident Coin. Underwater, you will need to set a demo charge near the area of the fire-place in order to grab the Seahorse Coin. The Kraken Coin is located on the ocean floor; you'll find it after leaping across two large openings in a pathway which ultimately leads to a cave. Grab all four coins, place them in their proper positions at the Temple Gate and advance to the next area!



## ISTANBUL

### • THE FALL OF THE SEA KING

After all the exploring in the previous stage, it's nice to relax for a little while! Unfortunately, Indy needs to find the Kraken's Chamber in this stage, ending his short rest. Dive underwater until you find a pathway that leads to a place where you can shut off the water gauges temporarily. Backtrack to the original area and dive back into the water near the beginning of the stage to locate an underground passage. Climb onto a small ledge, then follow the sequence of events to reach the trident Poseidon is grasping. Dive into the water and locate two demo charges that you can use to knock down the statue. Place one demo charge in the ankle of Poseidon's front foot, then go back around to place another charge in the back of his leg. Get behind Poseidon's head and use a whip swing to kick the head, completing the level.



### • THE KRAKEN'S LAIR



be unable to move and will eventually be pushed toward Kraken and eaten! Repeat this pattern with the last two demo charges (you can only carry two at a time), placing them on the right pillars while Kraken is stunned.

The Kraken is mighty dangerous, so be patient. You must place a demo charge on each of the four pillars to have a chance at knocking off Kraken and grabbing the third fragment of the Mirror of Dreams. Grab the Super Speargun and two demo charges. Head for Kraken, switch to first-person mode and shoot at his eyes (and at the jellyfish that's trying to grab you). Kraken will be stunned momentarily; if you are quick, you can place both demo charges on the two left pillars before Kraken returns to his former self. Make sure you shoot any jellyfish in Indy's vicinity; if they grab Indy, he will be unable to move and will eventually be pushed toward Kraken and eaten! Repeat this pattern with the last two demo charges (you can only carry two at a time), placing them on the right pillars while Kraken is stunned.

## HONG KONG



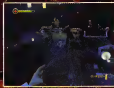
### • THE GOLDEN LOTUS

Indy was just minding his own business...when all of a sudden, Mei Ying has been kidnapped and Indy must rescue her! Use chairs and bottles to defeat the enemies that appear. Make your way backstage through a series of rooms where you will find the Tai-Tai Mask, a few levers which give you access to other areas that will eventually lead you to the back alley for another battle.



### • THE GOLDEN LOTUS: PART 2

Not much strategy this short stage. Follow the path, beat up some thugs, head for the corridor and try to stay away from random shotgun blasts! The Longshan Idol is sitting on a table waiting to be found behind a beige door.



### • THE STREETS OF HONG KONG

Mei Ling is close! Keep the thugs off your tail by holding down the A button and moving the firing cursor within range of each manned vehicle to avoid taking any damage from their stray bullets. Look for a wooden box on top of a ledge in the top left corner of the screen; if you shoot it, you'll earn the Qian-Loong Plate artifact.



### • THE STREETS OF HONG KONG: PART 2

The cars are now faster and inflict more damage. Follow the same strategy as in the previous stage and you should be fine.



# YES!!!!!!



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## **PENG LAI LAGOON**

### **THE SECRET OF PENG LAI LAGOON: PART 1**

Indy is moving along quickly, but he still must locate a demo charge and blast a hole through the lagoon wall...not to mention finding a path through the ancient ruins. Grab the spear gun and oxygen tank from the surface area, dive back into the water and grab a demo charge from the inside of the submarine. Use the demo charge on the wall nearby and head inside, making a sharp up-and-down turn when you arrive at an area where you can refill your oxygen meter. Follow this to reach a surface, then perform a series of whip swings and you will finish the level.



alarm; then you'll be stuck battling flamethrowers. Head for a room in the upper area to locate the Sima Qian Shiji artifact. Battle your way through, methodically defeating all your enemies on your way out of the level.



### **THE SECRET OF PENG LAI LAGOON: PART 2**



Indy needs to access the cliff-top sub base entrance. Once you arrive there, you must use the crane to give yourself a boost. Pass the light and turn right to use the demo charge you just discovered; it will open up a secret area where you can find the Sancel Plate artifact. Afterward, use the standing machine gun to mow down enemies. Head for the giant crane and the small elevator leading up to another section of the crane on the other side of the water. Activate the crane, moving the access elevator close to the building on the right so Indy can make a series of jumps in order to finish the level.

### **IRON CROSS**

Indy must infiltrate the outer sub base and avoid the guards. Try to avoid the guards (or take them out before they set off the

### **THE U-BOAT BASE: PART 1**



Indy needs to find a way into the U-Boat pens. He'll need to don a disguise to fool the Nazi regime—but before that, he'll have to mow down his enemies with the mounted machine gun! Gradually move toward the ladder; you'll find a grate that leads to the end of the stage. Find the lever in a room nearby to open it, then backtrack to the grate through which you can now exit the area.

### **THE U-BOAT BASE: PART 2**

Indy must make his way into Gondola Station, locate a disguise and security papers, then bluff his way past the security checkpoint. Near the end of the submarine, you'll locate the Tablet of Longjiang behind some wooden boxes. Grab the officer's uniform out of a locker and don't use your weapon; it will blow your cover. Pick up your security papers and move on to the next area.



## **PENG LAI MOUNTAINS**

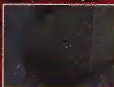
### **THE HIGH ROAD TO PENG LAI**

Now Indy has to infiltrate the air ducts and find a way into the gondola system. Look for a group of boxes which will allow you to get up into the ventilation system. Before you do, drop into a small area where a lone wooden box reveals the Zhao Mo Rhyton artifact. Pull a lever to stop the fans from moving, then head through the area. Make a long jump and keep following the path until you slowly fall down a shaft. Exit through the door to access the next level.



### **THE INFILTRATION**

You'd better move through this area slowly if you want to make it out alive. The Gui Jian artifact is located inside a crate just around the corner from the beginning of the level. Heading back to the gondola is Indy's main priority. Access the levers at each and every turn. Turn off the power



generator by pulling a lever. Move slowly through the electrical equipment, then follow the pathway to the gondola area to exit the level.

### **TERROR AT 2000 FEET**

Indy's objective is to survive as long as possible in order to reach the Airbase. Keep an eye out for the airplanes that attack and hold down the A button the entire time. You have unlimited ammunition, so you might as well take advantage of it!

### **THE AIRBASE**

Next, Indy must reach the gondola station on the far side of the base. Pull a few switches and carefully approach the station. If the alarm goes off, try to turn it off as quickly as possible before the flamethrowers appear. Leap across one side of the building and make your way to the exit door. Next to the exit area is a box with another artifact, the Changian Stone.



### **ASCENT TO ADVENTURE**



Indy's task in this stage is to call another gondola to the station, then head for the Black Dragon Fortress. Take out a couple of thugs and use the mounted machine gun to shoot down some planes overhead. Use your whip to navigate to the other side of the building, carefully avoiding the flamethrowers and dispatching henchmen, then pull a lever and call another gondola. Climb up to the roof and take out some more planes to complete the level.

# BLACK DRAGON FORTRESS

## THE BLACK DRAGON FORTRESS

There's bound to be a stealthy way into the Black Dragon Fortress, and it's up to Indy to find it. Head for the right side of the rooftops and make your way into the back area of the fortress.

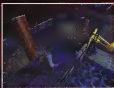


Climb a ladder and push a crate down a shaft. Follow the pathway until you are outside again with a sequence of whip swinging and wall climbing. Whip swing right through a brick wall and continue along the path. Make a long jump onto a wall with vines to

lead you to a room where you will find the Mask of Cambulac artifact. Backtrack to an area where you can climb a different vine-covered wall, then use a lever to open a water duct. Fend off some more baddies, keep going along the set path and pull the lever to stop the water main, finishing the level.

## CALL TO BATTLE

Now you've got to reach the base of the pagoda and begin climbing to the top. In front of the gong is a glass case containing the Qi Marble Stele artifact. Grab the crossbow and demo charge from a set of wooden boxes, then climb the scaffolding to the top of the fortress. After a bit of climbing, set the demo charge on the broken door to exit the level.



## THE TOWER OF STORMS



the scaffolds to the higher areas. Leap to an elevator and wait until the one directly in front of you raises, allowing you to jump safely. Finish off the particularly skilled barrage of enemies, refill your health and prepare for another level.

## THE RESCUE

Indy has got to defeat the Feng Twins before he can rescue Mei Ying. Normally, I don't think Indy would want to try to hurt two beautiful women, but in order to rescue Mei Ying, a man's gotta do what a man's gotta do! Try to corner the twins one at a time and be sure to grab a sword from the weapons rack. You should have no problem with these two!



# TEMPLE OF KONG TIEN

## DESCENT INTO DARKNESS



Right off the bat, you'll need to perform a well-timed whip swing over a chasm as Indy begins the level sliding down a ramp into sinister territory. Jump over the sets of squares that are marked on the

## THE DRAGON'S CLAW

Four more cauldrons need to be lit. Head for the open doorway and jump over each red patch on the wall, being sure



to walk over each blue patch. Eventually you will be blocked from progressing further. Simply turn out and step on each blue floor patch to progress further through

the area. Carefully walk on the transparent floor panel. After lighting the last two cauldrons, the floor will begin to move. Head back slowly and watch the movements to make precision jumps and get back to the I-Ching Puzzle. After opening the temple doors (but before you reach the two lion statues), you'll find an open crypt on the left containing the Henan Bei artifact. Take out some enemies and head for the exit.

## THE CATACOMBS

Indy must explore the Temple of Kong Tien and solve the I-Ching puzzle to unlock its secrets! This is the



longest level in the game since the early stages of Prague and Istanbul, so be on your toes if you want to keep from starting the level over. The taunting Mianjin is hidden near an open section of a

wall in this level as well. A new type of enemy appears in this area; wait for it to turn red and launch its offensive melee before you attack! After it has been defeated, its soul will go to another, so keep an eye out for enemies that regenerate. Pull a lever to continue your path of destruction. Luckily, the blue torch will come in handy; it is needed to light all of the unlit cauldrons, which will show you the way to the end of the level.

## THE SHADOW OF KONG TIEN



Destroy the three dragon orbs to free Mei Ying from the demon's control. Stay near the pillars and hit Mei Ling with your Pa-Ching weapon. When you do this, it leaves the orbs vulnerable to damage. Fend off the spirits and hide behind the pillars if an attack is coming. You can only hit the orbs when there is no forcefield around them, so concentrate on hitting the possessed Mei Ling first.



## THE EMPEROR'S TOMB

### THE TOMB OF THE FIRST EMPEROR

Indy must open a passage into the heart of the tomb...but before he can do that, he must survive a perilous road of obstacles. Grab the torch and spin the pillar. Watch for the spikes coming out of the wall, stand in the appropriate safe spots away from the spikes, then climb out of the trap. Whip across an area with fire; you will then come to an area with electricity generated by movement, as well as a few necessary angled jumps. Have patience when moving across this area. A water fountain is in the area on top of a pillar. Carefully drop down to a ledge and go through a doorway to grab the Sheng Statuette artifact, then continue on to the end of the level.

### THE PATH OF UNSEEN PERIL

Your objective: Survive the trial of the unseen while protecting Mei Ying at all costs. After taking out a group of thugs, equip your Mirror of Dream immediately to reveal a rapidly opening and closing wall section that you need to pass through. Jump over a section of spikes and be careful of two more rapidly-closing walls. Carefully drop down to the transparent ledges and make your way to an area where you will need to equip your whip. You will not see the ledge that you're going to be landing on, but all of the areas that are necessary for Indy to walk and land on are there; you just won't see them for the time being unless you reequip your mirror. Find a wall ring to get to another area while you and Mei Ling battle it out with some more henchmen. Inside this area is a cave that leads you to the Qin Lawbook artifact.

### THE BELLS OF THE DEAD

New enemies will appear in this stage that will require you to aggressively attack them, even if it's just their remaining body parts trying to fend off your attacks! Take them out and head for the bell area, where you will need to solve a puzzle. Equip your Mirror of Dreams and you'll be able to see a ladder leading to the Jade Liubo Board artifact (near the double doors) as well as the transparent floors leading to each section. A melody will be played for each section in order for you to pass; simply copy each melody by playing the bells in the same order as they were shown. Repeat this process to reveal another walkway shown by the Mirror of Dreams; it leads to another set of bells and another melody. Exit the door afterward to complete the level.

### VON BECK'S REVENGE

Indy must suffer Von Beck's wrath and find a way into the Netherworld. Von Beck is driving one mean device and plowing through everything in his way! Keep moving forward and watch for the red pillars that allow Indy to use his whip to jump to the next section. There will be three sections where Indy must land early to make another crucial jump. Also, watch for the floor to crumble in a couple of sections near the elevated pillars. Always assume that there is a chasm each time you see a pillar; doing so will make your life much easier. After passing this area, Indy will slide down to his death unless he uses a jumping whip swing to make it safely to a ledge...and on with his quest!

## THE NETHERWORLD

### THE PILLARS OF THE UNDERWORLD

Fight the statues as they come to life, then hurl your Pa Cheng at the skeleton in each area in order to turn each pillar. In the first two sections, you should move the pillars from right to left to access the raised platforms. Remember that these platforms will fall after a brief period, so make your move quickly and have your whip equipped whenever you plan to jump across them. The second set of pillars should be spun in this order (starting from the left): second pillar, fourth pillar, first pillar, third pillar. You can find the Halberd Plate artifact in the section where there are five pillars and the skeleton is hurling spirits at you. At the opposite end of the pillars will be a remote area that requires three consecutive whip swings; the Gao Burial Mask artifact is there. The five pillars should be spun in this order (starting from the left): third pillar, fifth pillar, fourth pillar, first pillar, second pillar. You're nearing the end!

### THE HEART OF THE DRAGON

Indy must recover the Heart of the Dragon and escape with his life! Carefully jump to the lone platform as it is shown in Adventure Mode in order to progress through this area. Be careful when passing through the energy barriers; quickly dart through once you see an opening. The last hidden artifact is located across from the fountain: the Shi Huangdi Gong. Finish off four brutes and you will head to the final stage!

### RISE OF THE BLACK EMPEROR

In order for Indy to defeat the Black Dragon, he must first charge the Pa Cheng by accessing each charging station personally. You will be attacked from all angles while you are doing this, so pay attention to which way the dragon's fire is coming from. Attack Marshall Kai after each time the Pa Cheng has been charged successfully. There's no other way to defeat the dragon, so keep moving throughout the arena and dodge accordingly. The charging stations are difficult to approach while fending off attacks, so be sure you have a head start and know where the attacks are coming from.

## HIDDEN ARTIFACTS

It's not necessary to locate all 30 artifacts to complete the game...but if you do, you'll be able to view all of the artifacts in a gallery, as well as unlocking a new section where you can view artwork created for the game.

17000

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# The Sims

by Charlotte Chen

The Sims conquered the PC scene three years ago and is still going strong with expansion packs (*Livin' Large*, *House Party*, *Hot Date* and *Unleashed*, to name a few) being released on a regular basis. Sims are the miniature inhabitants who populate the Sim world, tiny pixelated people who speak in gobbledygook and make desperate gestures should one of their needs be unmet, crying for lack of a social life and whining when they are bored. You can create a Sim in your own image and make it live like a king, or maybe mold it after one of your enemies and "accidentally" set it ablaze. Now the Sims have jumped into your PS2, dragging with them an entire neighborhood that represents every race, color, hairstyle, fashion and personality under the sun, ready and waiting for console gamers to take control of their lives.

## Motives



Pressing Up on the D-pad calls up a panel of your Sim's current mood, reflected by eight different bar graphs that correspond to eight basic needs: Hunger, Hygiene, Energy, Social, Comfort, Bladder, Fun and Room. The graphs will continually decrease without your intervention. Keeping the bars in the green is essential to keeping a Sim happy. For a quick assessment of your Sim's general mood without looking at each individual bar graph, you can check the icon in the lower left corner of the screen. There are eight miniature bars above your Sim's picture that range from red to green. If at least one or two green bars are highlighted, then your Sim is happy. When one of the motives is completely empty, the Up button shown on the screen will flash red.

**HUNGER**—There are several different meals which all take a different amount of time to prepare and consume, and which also offer different levels of fulfillment. Buy the nicest kitchen appliances you can afford to maximize satisfaction.

**HYGIENE**—Poor hygiene never killed anyone, but it does gross Sims out. Showers are generally quicker than baths, but bathtubs increase both the Comfort and Hygiene ratings. Install one of each in your bathrooms, so your Sim can just use a shower to save time when it doesn't need a Comfort boost. Washing hands also keeps Sims sparkling clean.

**ENERGY**—Drinking a shot of Espresso can give Sims a boost, but it takes at least an hour just to brew a cup and drink it, so trying to slam some caffeine in the morning before work could easily backfire into your Sim missing work altogether. Try to give Sims eight solid hours of sleep each night, and at least one hour to prepare for work. They can also take catnaps on recliners or couches as long as there are no distractions like the television or stereo.

**SOCIAL**—Whenever your Sim interacts with another Sim, small + or - signs appear over their heads to indicate how well the conversation is going. Press Right on the D-pad to open the Friendship panel. The scores underneath range from negative numbers to 100. A happy face next to the picture means that Sim is a "family friend." Your Sim may find it more difficult to make friends with certain types of Sims. Sometimes the number can reach the upper 80s and the Sims still won't be friends. In general, you should stick to just "Talk" with Sims you don't know well, and save more risky conversational gambits like "Tell a Joke" or "Entertain" for already-established friendships. Also keep an eye on the upper left of the screen when your Sim is talking to neighbors. This part of the display keeps track of all your Sim's scheduled tasks, and sometimes a picture of a neighbor Sim will appear in the list without your input. If it's about to do something rude like "Tease" or "Insult," quickly cancel it to spare your Sim grief.

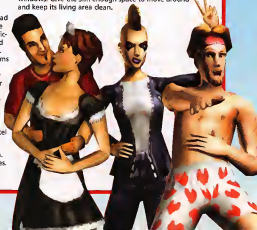
**COMFORT**—This is recovered by sitting or lying down. A lot of items increase Comfort in addition to other motives. For example, a hot tub can recover Comfort, Hygiene and Social. Couches and beds can recover Comfort and Energy.

**BLADDER**—Sims won't go in a sink, a potted plant, out a window or anywhere but in a properly functioning toilet...which makes Sims better people than certain real-life types I could mention. However, if you don't get them to the bathroom in time, they will go on the floor and become dirty and miserable. Keep the toilets flushed, cleaned and unclogged and your Sim will thank you.



**FUN**—Press Down on the D-pad to open the Personality panel. Tailor fun activities to suit your Sim's taste. For example, a lazy, inactive Sim could probably have a lot of fun just reading a book on the couch, but a playful, active one may prefer to shoot hoops or even work out.

**ROOM**—Lights, lights, lights and windows, windows, windows. Give the Sim enough space to move around and keep its living area clean.





# Get a Life

The "Get a Life" mode is new to the PS2 version of *The Sims*; a goal-oriented level system set within a fairly free-roaming world. So far, console gamers have not really experienced much open-ended gameplay except in titles like *Grand Theft Auto: Vice City* and *Animal Crossing* (now there's two titles you won't see in the same sentence often), so *The Sims* lets you ease into a structured setting before turning you loose in the virtual world. Sims can "Get a Life" in six easy stages, starting from living at home with their mothers to owning their own dream house.

## Intro Stage: Dream House

This tutorial stage is an introduction on how to make your Sim interact with objects and people. Shoot some pool, mix some drinks and crank up the stereo. A gorgeous Sim named Roxy or Randy will appear in a puff of smoke and beckon your Sim to join them in the Libidines Spa System for a little fun.



## Stage One: Money From Mom



### Goals

- 1 Cook dinner without starting a fire
- 2 Fix the television
- 3 Borrow \$800 from your mom
- 4 Find a job
- 5 Maintain house value of \$25,000
- 6 Pay the bills (Appears if you stay in the house for three days)
- 7 Get through the house in 24 hours or less

### Triggers/Unlocks

- Arenamaster Whifflepuff "Gold"
- ChrisMister Varsity Mirror
- You can find a job in the newspaper
- Next Stage
- N/A
- N/A
- Beejaphone Electric Guitar

1 Click on the bookcase and make your Sim "Study Cooking" until it has at least one skill point. Then click on the refrigerator and make it serve a meal. Afterwards, Momma Sim can do the cooking to give your Sim extra time to increase motives and study.



2 If your Sim's icon shows at least one green bar highlighted, make it "Study Mechanical" until it has at least one skill point, then fix the television set.



3 You can satisfy this goal one of two ways. Sell off the grandfather clock to make an instant \$3,200 Simoleons, or make your Sim kiss Mom's butt until she hands over enough simoleons. The first method is faster, but the second one strengthens your Sim's relationship with Mom, which will be important later on when trying to get promotions. When your Sim is speaking to its mother, the "Borrow Money" option appears. She's happy in the beginning of the game, so ask right away, then start sweet-talking and complimenting her while slipping in additional requests for money until your Sim's account has more than \$800. If you choose to just sell off Mom's antiques, she will deduct the money from your Sim's account as soon as it moves out.



4 If the first three goals are satisfied, your Sim can go out on the lawn and pick up the newspaper to see what jobs are available. There are only three jobs listed each day, so if none suits your taste, you can check the newspaper on the following day. Once you choose a job, you move out instantly. Check the Career Tracks chart at the end of this guide to see what skills your Sim needs to focus on.



5 Maintaining the house value just means that if you sold off your mother's heirlooms to meet your \$800 target, she'll take back the money you owe her when you move out.

6 You should be able to get through this house in less than three days, but if not, you need to go out to the mailbox and get the bills.

## Optional

Mom will let you live with her as long as you want, although she will make snide comments about your laziness. During this stage you can build up your career skills, which can help save time in later stages when you need promotions. You can also earn some extra money by having your mom start a gnome-making home business. Buy a KraftKing Workbench and put her to the task; each gnome she churns out increases her Mechanical Skill Points, so although your mom's gnomes are only worth \$1 at first, she can rake in several hundred simoleons a day once her skill increases. Standing at the KraftKing all day is uncomfortable and boring, though, so don't run your one-woman sweatshop too hard.

## Notes

- \* Goals highlighted in gray are not basic requirements for passing the level.
- \* If you turn off Free Will in the Options menu, your Sim will be completely dependent on your input to eat, relieve itself, etc., otherwise it will starve to death. Leave Free Will active so your Sim will automatically perform necessary tasks after its motives reach a low enough level.



## Notes

- \* Pressing R2 lets you switch between controlling Sims who live in the same house. You need to carefully monitor your Sim, but you can control the others to a certain extent as well. Your Sim's mom will not cook until after her child successfully serves one meal. She also will not clean, do repairs, study or find work.

## Stage Two: Reality Bites



**1** Dudley (or Mimi, depending on the gender of your Sim) Landgrabb leaves a smoking crater for your Sim to live in. Undo the toilet first, otherwise you might get caught up with housecleaning and repairs...and by the time your Sim is clutching its groin in desperation it won't be able to undo the toilet quickly enough to avert disaster. (Not that I'm speaking from experience or anything.) Sweep up all the ashes in the backyard, pick up all the trash and clear all the dirty dishes, then use the phone to order Maid Service.

**2** Broken objects lower the Room rating, so you should build a small room to stick them in and fix them at your convenience. However, you should definitely repair the television as soon as possible. The television offers the combined benefits of increasing Fun, Comfort and Social (if other Sims are watching).



### Goals

- 1 Clean the house
- 2 Fix the broken stuff
- 3 Increase the house value from \$34,561 to \$35,711
- 4 Get promoted to Career Level 2
- 5 Get promoted to Career Level 3
- 6 Complete Goals 1 through 5
- 7 Get through the house in 4 days or less

### Triggers/Unlocks

- Maid Service
- Repairman Service
- Electronic Insect Control System
- Slurp 'N' Burp Beverage Cooler
- Teppan-Yaki Table and "The Feast House"
- Next Stage
- Highbrow Coat of Arms

**3** Repairing the broken objects instantly upgrades the house value by \$900 and also unlocks the Repairman Service. If you've fixed everything, you only need to spend \$250 to meet the minimum upgrade requirement. Another way to increase your funds is to sell the Charismatic Vanity Mirror and use the money to buy objects that will boost the Fun rating or enhance career skills. You should also upgrade kitchen appliances; the more expensive equipment makes more satisfying meals, which means the Hunger rating won't deteriorate as quickly.

**4-5** Getting promotions depends on job skills, networking and attitude. Press **Left** on the D-pad to open your Sim's Career panel. This shows how many friends and how many points of each skill are required for promotion to the next career level. Keep your Sim in a good mood so it will be willing to study/exercise in order to meet these career goals. If all conditions are satisfied, and your Sim goes to work with at least two green bars, promotion is guaranteed. When the carpool arrives, it will wait for your Sim for up to one hour. Don't push your luck or the carpool will leave...and if your Sim misses work for two consecutive days, it gets fired. However, if you can't seem to get your Sim in a good mood, give it a day off to raise the Fun and Social ratings. If the television is not satisfactory, buy your Sim a new toy, like the SuperDooop Basketball Hoop or Beepophone Guitar. Don't waste time trying to befriend Dudley/Mimi, since they refuse to associate with your Sim until it's promoted to Career Level 3. During this stage there are no Friendship requirements yet for promotion, but do not neglect the Social Motive, since friends will be vital in later stages. Make sure to greet Mom and the Peacocks when they stop by. Using the telephone is also a good way to keep the Social rating reasonable.

### Hidden Skins

"Skins" refers to new designs for Sims' clothing, hairstyle, accessories, etc. When you befriend Sims around the neighborhood during certain stages, their features will become unlocked as available skins.

Befriend Pauline	PeacockPurple Skirt
Befriend Pierre	PeacockPurple Pants

## Stage Three: Party Animals



### Goals

- 1 Get promoted to Career Level 4
- 2 Get promoted to Career Level 5
- 3 Increase house value from \$53,180 to \$54,680
- 4 Throw a "roging" party
- 5 Throw a party, get it to "raging" status, then ask one of the guests to be your roommate
- 6 Greet and feed Bobo the Bull (Bobo is a homeless man who roams around the neighborhood; he never comes up to your door himself, but if you go out and greet him, you have the option to "Give food")

### Triggers/Unlocks

- Strip Poker Table
- Libidex Spa System
- SweetsWay Tree Swing
- "The Motel" 2-Player Game
- Next Stage
- "The Park" 2-Player Game

### Notes

Dudley and Mimi are spoiled killjoys; apparently, Daddy told them that your Sim would do all the cooking and cleaning from now on. They do share one redeeming characteristic, however. They're excellent burger chefs, and although they won't go near the stove, they'll happily spend hours flipping burgers on the outside grill, which is a real help when your Sim throws a party. Since



Dudley and Mimi work nights, you can make them cook after getting home so there'll be food waiting for your Sim in the morning.

Don't forget to re-order Maid Service! You have to do this each time you move to a new house.

When both Sims are at work or asleep, time fast-forwards automatically. If just one Sim is at work/asleep and the other is just lounging around, time crawls by at a normal rate. Speed up the action slightly by holding down the **R1** button.

Warning: If your Sim OR its roommate gets fired, the game is over. Don't keep Dudley/Mimi on the grill so much that they miss work.

## Stage Three: Party Animals

**1-2** Just follow the same guidelines as earlier to meet the requirements for promotion. Make use of the hot tub to network with friends and potential roommates...and even though Dudley and Mimi are complete jackasses, you should attempt to befriend them also, since you'll interact with them the most frequently and any friend counts towards promotion. Also keep an eye on Dudley/Mimi when they use the bathroom, since they never flush the toilet without direction and it will get clogged otherwise. Take a day off to work on increasing career skills, but be careful not to miss work twice in a row.

**3** Buy some items that encourage group activity during the party you throw, such as a WhirlWizard Hot Tub, Strip Poker Table or a SuperDooop Basketball Hoop.

**4** Before you throw a party, you need to work on preparations. Be sure to order Maid Service to keep the house looking respectable. Since your Sim needs to convince one of the Sims in the "Roomies" family to be its new roommate, it should invite the chosen cohabitant over the night.



before the party and work on increasing the friendship rating. Next, add one or two small bathrooms to the house. Take the day off from work the next day (assuming you didn't skip it the previous day) and make Dudley/Mimi grill up at least three plates of burgers in the early afternoon. Get some extra chairs for your dining table so none of your guests have to eat standing up. Make sure the hot tub is functioning properly and allow enough space for guests to enjoy playing at the Strip Poker Table, watching television and dancing at the stereo. Pick up the telephone and use the option "Throw Party." When the guests arrive, make sure they're all happy and direct them toward places like the hot tub, the stereo, the television, etc. Once the party is "raging," a congratulatory screen will appear...but if it's mediocre, your guests will stage a mass exodus.

**5** You can only get a new roommate if the first four goals have been satisfied. After the party is "raging," get the attention of the prospective roommate and talk to them until the relationship score is at 100, then pop the question. Your Sim can live with a male or female Sim regardless of its own gender.



## Hidden Skins

Befriend Dudley (if your Sim is male)	Camouflage Pants
Befriend Mimi (if your Sim is female)	"Cat Ears" Hairstyle
Befriend Fran Footaraw	"Cheerleader" Hairstyle
Befriend Freddy Footaraw	"Mullet" Hairstyle
Befriend Zara Roomies	Red Camisole
Befriend Betty Roomies	Backwards Baseball Cap
Befriend Bingo Roomies	"Liberty Spikes" Hairstyle
Befriend Carlos Roomies	"Mohawk" Hairstyle
Befriend Layla Roomies	Fishnet Stockings
Befriend Leon Roomies	Bowling Shirt

## Stage Four: Hot to Trot



### Goals

- 1 Get promoted to Career Level 6
- 2 Get promoted to Career Level 7
- 3 Increase house value from \$46,050 to \$48,050
- 4 Throw a "raging" party
- 5 Try to "score" with a party guest
- 6 Greet and feed Bobo the Bum
- 7 Get through level in eight days or less

### Triggers/Unlocks

- Sonic Shower
- Artist's Block
- Vibromatic Heart Bed
- Club Abbi & Taylor's Place
- Next Stage
- "The Park" 2-Player Game
- Wurl 'N' Hurl Retro Jukebox

## Notes

- Female Sims meet the Party Guys and male Sims meet the Party Girls.
- Your roommate should earn some Cooking Skill points before attempting to make any meals.
- The Sonic Shower must be cleaned periodically or else it will malfunction. Note that it can only be cleaned if none of its sides is flush against a wall.
- Using the Artist's Block is a good way to increase your Sim's Creative Skill Points—and you can also earn a little extra cash by selling the completed sculptures.



**1-2** If your Sim's Career Track requires a high friend count, one way to quicken the friendship-making process is to let the roommate do it. When Sims are living together, they share "Family Friends"—which means that any friend the roommate makes counts as one for your Sim. However, be aware of your Sim's Social rating, and make sure it interacts with other Sims on occasion (even if it's just with its roommate), otherwise it will get depressed. Although your new roommate is willing to get a job, it may be better to keep them at home to study cooking and make connections while your Sim brings home the bacon. This roommate is willing to increase career skills, so you can bring back the KraftKing Workbench and start the gnome-making process again. If you choose to make the roommate get employed, your Sim will snaffle all the cash they earned when moving on to the next stage.



**3** Buy party toys again as you upgrade the abode. Also add some bathrooms near areas where there is heavy traffic during a party, such as near the hot tubs or the kitchen. Better kitchen appliances mean better food for your party guests. However, until you meet the house upgrade requirement, Malcolm Landgrabbb will block any party you attempt to throw. When you unlock the Sonic Shower, use it in place of all the other bathtub/showers since it is fast and offers high Hygiene and Comfort levels.



## Stage Four: Hot to Trot

4 This is similar to the party you had to throw in the previous level. This time you should identify the Party Girl/Guy that your Sim wants to score with and invite him or her over before the party, strengthening the relationship until you see the option to perform a romantic act such as "Give Backrub," "Flirt" or "Kiss." Do not initiate a kiss right away, because even if both Sims are in love and the relationship is rated 100, your Sim could still get rejected, causing the relationship score to plummet. Instead, stick to "Flirt"—if successful, hearts will appear over the Sims' heads. Make the same preparations for the party as you did in the last stage: increase seating and bathrooms, buy toys, make food in advance, then throw the party. When it is "raging," take your love



## Hidden Skins

Thomas Thimblewit	Top Hat
Theresa Thimblewit	"Geisha" Hairstyle
Pamela Party Girls	"Dyed-ends" Hairstyle
Ginger Party Girls	Cat-eye Sunglasses
Debbie Party Girls	Genie Blouse
Candy Party Girls	Tiger-striped Skirt
May Party Girls	Bell Bottom Jeans
Rod Party Guys	Cowboy Shirt
Peter Party Guys	Striped Sweater
Randy Party Guys	Gold-rimmed Sunglasses
Woody Party Guys	Orange Lightning-Bolt Shades
Ziggy Party Guys	"Crows" Hairstyle

aside for some talking, flirting and hugging (and kissing, if you like to live dangerously), then choose the option, "Try to Score." A positive response will lead to an impromptu wedding at the place where you popped the question, so try to do it somewhere halfway romantic and not in the bathroom or something.

## Stage Five: Who Loves Ya, Baby?



### Goals

- 1 Raise first baby into a child
- 2 Raise second baby into a child
- 3 Keep kids in school (this goal appears after your first baby grows up)
- 4 Get promoted to Career Level 8
- 5 Get promoted to Career Level 9
- 6 Increase house value from \$69,404 to \$73,404
- 7 Get married (this goal only appears if your Sim argues with its original spouse and gets divorced)
- 8 Greet and feed Bobo the Bum
- 9 Get through stage in eight days or less

### Triggers/Unlocks

- Domestic Beach Simulator
- Happy Thunder Neoscillating Sprinkler
- 
- "The Maid's House" and "The Handyman's House" 2-Player Games
- Swimming pools "Ile Belle" and "I Claudius"
- 
- 
- "The Park" 2-Player Game
- Beardin Rug

### Notes

► You spent some time using the build tools to create bathrooms in previous stages, but this house is a real test of your exterior/interior design skills. While moving furniture and walls around, make the kitchen area large enough to accommodate a family of four, and create at least two bathrooms so the kids and parents can use their own. Kids cannot use the Sonic Shower or hot tubs, so stick a bathtub in their bathroom. You'll have two kids, but they can share a room and even a double bed.

► Make your spouse learn Cooking Skills.

1 As soon as the house is put in order, get the newlywed Sims into the Libidex Spa System or the Vibromatic Heart Bed and choose "Play." After the Sims enjoy a little hanky-panky, a cradle instantly manifests in a cloud of flowers. If your Sims don't fool around right away, a baby will automatically appear in 24 hours. You need to raise two children to complete this stage, so it's better to have your first baby as soon as possible. Taking care of a newborn baby is just as stressful for Sims as it is for real people. The baby must be quieted every time it cries, otherwise a social worker will take it away. Keep the first baby's cradle in the parent's bedroom so your Sims wake up and take care of it right away every time it cries. Choose "Feed" first to comfort the baby, followed by "Sing." Although choosing "Play" increases your Sim's Fun rating, it may upset the baby. Keep your Sim's spouse at home so it can care for the baby during the day. You can only have one baby in the house at a time, so don't try to have a second baby until the first one grows up. Now you can put your first child to use as a babysitter, and give your Sim's spouse a rest. Children can perform the "Feed," "Sing" and "Play" functions. Keep the first child at home from school and keep its grades up by having it study at the bookcase, computer or telescope. Several intense sessions with the telescope will increase grades and fun...and if a child earns an A+, they start getting money from their grandparents. However, missing a day of school results in a grade drop—and you risk having your children drafted into military school if they go to school with an "F." Check their grades by pressing Left on the D-pad and make them study if their grades are falling too low.



## Stage Five: Who Loves Ya, Baby?

**2.3** Your Sims may be a little frazzled from the first baby, but they need to have a second one as soon as possible. If you postpone it too long, a new cradle will appear out of nowhere 24 hours after the first baby reached kidhood (but always right next to the female Sim in the equation) and Makolm Landgraab will impugn your procreative abilities. Stick this cradle in the first child's room. After the second baby matures, the kids will play with each other and generally take care of themselves fairly well without much direction from you. Check their grades and make them study until they get "As" so they will take off for prep school right away during the next stage. Try to engage in frequent family dinners so you can improve your relationship with the kids (they don't count towards promotion, however). Just interact enough so that your Sim's Social rating stays relatively healthy and the Sim kids don't grow up to be psychopaths.

**4.5** Getting promoted while raising two children back-to-back is nearly impossible. Your Sim can take one day from work periodically to work on career skills, but the spouse and children should handle the responsibility of creating and maintaining friendships. If you've made friends in previous stages, make your Sim call them occasionally on the telephone if you get warnings they're losing that friendly feeling.

**2** If your Sim managed to get divorced, it needs to quickly marry another Sim. Have them interact with the new love until you see the options to lick, kiss and then finally propose in the conversation menu.



## Stage Six: The Last Simoleon



### Goals

- 1 Send kids to Prep School with Straight "As"
- 2 Get promoted to Career Level 10
- 3 Save \$20,000 for a yacht
- 4 Throw a GREAT retirement party (this goal appears only after the previous three have been met)
- 5 Have a baby (this goal appears if you lose any kid to military school)
- 6 Complete stage in eight days or less

### Triggers/Unlocks

- |   |   |
|---|---|
| Meet "Major Domo" (Monkey Butler)                       | — |
| "The Park" (unless it was unlocked in an earlier stage) | — |
| —   | — |
| —   | — |
| Rhino Trophy  | — |

**1** If the kids have A-grades or higher, they will be accepted into prep school the first morning after moving into the new mansion. Make sure you have at least \$3,000 in the bank, since prep school costs \$1,500 per child. Once they get into prep school, your kids take off like a shot, never to return. Sell all the kid furniture and transform their old room into a bathroom or rec room.



**2** Once again, your Sim needs to work on career skills while its spouse generates friendships. Just be careful that the spouse doesn't get too flirtatious with any of the other Sims. (Same-sex Sim affairs are not out of the question, either!) Keep skill-enhancing furniture near the front door so your Sim can squeeze in some practice before work.



**3** A lot of items in the house are valuable, including the walls and landscaping. Sell as much as you can comfortably get away with to help meet the \$20,000 minimum you need to plop down on a yacht. If your Sim needs some extra cash, you can keep your spouse on the KraitKing workbench or the Artist's Block to sell gnomes and sculptures.



**4** The last goal only appears after the first three are met. Have your Sim's spouse prepare several meals the afternoon of the party. Get a dining table that you can fit 10 chairs around. Add some extra bathrooms and buy some more recreational toys if you need to, then use the telephone to throw a party. The Sims in your neighborhood all love to pig out and will head straight for the food. Once people are sitting, talking and eating for a while, a limo will pull up to the house and whisk your Sim away to a retirement party that is in progress on board its new yacht. "The Last Simoleon." Congratulations, your Sim finally got a life!



## Cheat Codes

To open the Cheat Menu, hold L1 + L2 + R1 + R2 at the Main Menu, then enter any of the following passwords:



- FISH EYE**—First-person perspective. Press the button to toggle it on and off.
- FREEALL**—All items cost \$0 Simoleons. This code may cause your game to act buggy. After using it and buying a lot of items, you may want to save and then reset the machine to deactivate the code.
- MIDAS**—Unlocks all skins, items and multiplayer games. After entering the code, start a new "Get a Life" game, then quit to the main menu while in the Dream House.
- PARTY M**—Unlocks "The Motel" multiplayer game.
- SIMS**—Unlocks the "Play the Sims" mode, which is normally unlocked by playing "Get a Life."

# Smite!

Although we don't like to admit it, there is a certain morbid fascination most players develop about total control over the fates of their Sims. Death and other misfortunes can be visited upon your Sim, but it takes quite a lot of effort (or perhaps neglect) on your part to lead to such a sordid state of affairs. Just to satisfy your curiosity, here are a few things that we recommend you DO NOT do to your Sim if you want them to live a healthy, happy life.

## Do Not...



"Extinguishing" your Sim might escape alive...

1) ...remove the smoke detector in your mother's house, then have your Sim try to cook a meal without studying first. This will almost always result in a fire. If it doesn't, just make it try to cook over and over again until one starts. Without intervention from you, it will just stand there waving its arms in alarm until Death claims it as a prize. With a smoke detector installed, the fire department will come to the rescue. Even without a smoke detector, if you click on the flames and choose

3) ...place the Sim in a room without anything at all and no room to lie down. It will sleep, relieve itself and yell at you while standing up until it starves to death. (Hey, I told you NOT to do these things, remember? There's no SimPurgatory...yet.)



4) ...instruct your out-of-shape Sim to jog or run for long stretches on the Perspiration Executive Treadmill. It will lose control and do a backwards somersault off the machine. (Sort of similar to something that happened to an ex-boyfriend of mine once...coincidence?)



2) ...attempt to fix any machinery until you've earned some Mechanical Skill Points, or you will see a glowing X-ray of your Sim's skeleton. Constant electrocution won't make your Sim happy, but it also won't kill it.



5) ...use the Sonic Shower when it hasn't been properly cleaned.



## Career Tracks

### LEVEL 1 REQUIREMENTS

	Cook	Mechanical	Charisma	Body	Logic	Creative	Friends	Wage
Entertainment: Waiter	0	0	0	0	0	0	0	100
Military: Recruit	0	0	0	0	0	0	0	250
X-Treme: Daredevil	0	0	0	0	0	0	0	175
Musicians: Subway Musician	0	0	0	0	0	0	0	90
Slacker: Golf Caddy	0	0	0	0	0	0	0	90
Life of Crime: Pickpocket	0	0	0	0	0	0	0	140

### LEVEL 2 REQUIREMENTS

	Cook	Mechanical	Charisma	Body	Logic	Creative	Friends	Wage
Entertainment: Extra	0	0	0	0	0	0	0	150
Military: Elite Forces	0	0	0	0	0	0	0	325
X-Treme: Bungee Jump Instructor	0	0	0	0	0	0	0	250
Musicians: Piano Tuner	0	0	0	0	0	0	0	120
Slacker: Convenience Store Clerk	0	0	0	0	0	0	0	110
Life of Crime: Begman	0	0	0	0	0	0	0	200

### LEVEL 3 REQUIREMENTS

	Cook	Mechanical	Charisma	Body	Logic	Creative	Friends	Wage
Entertainment: Bit Player	0	0	2	0	0	0	0	200
Military: Drill Instructor	0	0	0	2	0	0	0	400
X-Treme: Whitewater Guide	0	0	0	2	0	0	0	325
Musicians: Wedding Singer	0	0	0	0	0	2	0	190
Slacker: Life Guard	0	0	0	2	0	0	0	150
Life of Crime: Bookie	0	0	0	2	0	0	0	275

## LEVEL 4 REQUIREMENTS

	Cook	Mechanical	Charisma	Body	Logic	Creative	Friends	Wage
Entertainment: Stunt Double	0	0	2	2	0	0	1	275
Military: Junior Officer	0	1	2	2	0	0	0	450
X-Treme: Circuit Pro	0	1	0	4	0	0	1	400
Musician: Lounge Singer	0	0	0	0	0	3	1	250
Slacker: Record Store Clerk	0	0	2	2	0	0	1	180
Life of Crime: Con Artist	0	0	1	2	0	1	1	350

## LEVEL 5 REQUIREMENTS

	Cook	Mechanical	Charisma	Body	Logic	Creative	Friends	Wage
Entertainment: B-Movie Star	0	0	3	3	0	1	2	375
Military: Counter-Intelligence	1	1	2	4	0	0	0	500
X-Treme: Bush Pilot	1	2	0	4	1	0	2	475
Musician: High School Band Teacher	0	2	0	0	0	4	1	325
Slacker: Party D.J.	0	0	4	2	0	0	2	220
Life of Crime: Getaway Driver	0	2	1	2	0	2	1	425

## LEVEL 6 REQUIREMENTS

	Cook	Mechanical	Charisma	Body	Logic	Creative	Friends	Wage
Entertainment: Supporting Player	0	1	4	4	0	2	3	500
Military: Flight Officer	1	2	4	4	1	0	0	550
X-Treme: Mountain Climber	1	4	0	6	1	0	3	550
Musician: Roadie	0	5	0	0	0	5	2	400
Slacker: Projectionist	0	3	4	2	0	0	3	280
Life of Crime: Bank Robber	0	3	2	3	1	2	2	530

## LEVEL 7 REQUIREMENTS

	Cook	Mechanical	Charisma	Body	Logic	Creative	Friends	Wage
Entertainment: TV Star	0	1	6	5	0	3	4	650
Military: Senior Officer	1	3	4	5	3	0	1	580
X-Treme: Photojournalist	1	5	2	6	1	3	4	650
Musician: Back-up Musician	0	5	0	4	0	6	4	550
Slacker: Video Editor	0	5	4	2	0	0	4	350
Life of Crime: Cat Burglar	1	3	2	5	2	3	3	640

## LEVEL 8 REQUIREMENTS

	Cook	Mechanical	Charisma	Body	Logic	Creative	Friends	Wage
Entertainment: Feature Star	0	2	7	6	0	4	5	900
Military: Commander	1	6	5	5	5	0	2	600
X-Treme: Treasure Hunter	1	6	3	7	3	4	5	725
Musician: Studio Musician	0	5	2	5	0	7	5	700
Slacker: Freelance Photographer	0	5	7	3	0	0	5	400
Life of Crime: Counterfeiter	1	5	2	5	3	5	4	760

## LEVEL 9 REQUIREMENTS

	Cook	Mechanical	Charisma	Body	Logic	Creative	Friends	Wage
Entertainment: Broadway Star	0	2	8	7	0	7	6	900
Military: Astronaut	1	3	5	8	6	0	3	625
X-Treme: Grand Prix Driver	1	6	5	7	5	7	6	825
Musician: Rock Star	0	5	7	7	0	8	6	1,100
Slacker: Personal Tour Guide	0	5	8	6	0	0	6	450
Life of Crime: Smuggler	1	5	5	6	3	6	5	900

## LEVEL 10 REQUIREMENTS

	Cook	Mechanical	Charisma	Body	Logic	Creative	Friends	Wage
Entertainment: Superstar	0	2	10	8	0	10	7	1,400
Military: General	1	10	7	10	9	0	4	650
X-Treme: International Spy	2	6	8	8	6	9	7	925
Musician: Celebrity Activist	0	5	10	7	4	10	7	1,400
Slacker: Permanent Celebrity Party Guest	0	5	10	9	0	0	7	600
Life of Crime: Criminal Mastermind	2	5	7	6	4	8	6	1,100





# SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section.

The purpose of Select

Games is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



## RESIDENT EVIL ONLINE

Capcom • Possible in 2003 • 1-4 Players



You've heard rumors about it and perhaps even had nightmares about it, but Capcom recently put all speculation to rest—Resident Evil Online is a reality! The game's creators are still fairly tight-lipped about its features, but some intriguing information has come to light. Resident Evil Online will obviously require the PS2 Network Adaptor and an Internet connection, allowing you to play simultaneously with other players.

The story continues with the events that take place in Resident Evil 2, but the characters you control won't be the hardened zombie-exterminators from the S.T.A.R.S. team. This eight-selectable characters are "normal" citizens of



Raccoon City, the few remaining survivors who haven't been infected by the T-Virus. The eight characters include Kevin, a Raccoon City police officer who has aspirations of being a S.T.A.R.S. member; George, the local doctor; Yoko, a mysterious Japanese woman; Mark, a Vietnam War veteran who works as a security guard; Cindy, a bar waitress; David, a plumber; Jim, a railway worker; and Alyssa, a news reporter. Each character will have his or her own strengths and weaknesses, but all of them will be able to handle firearms. Although eight characters will be initially selectable, only four players can play per server room, the other four players will be controlled by the computer. Players may have a difficult time trying to determine which characters are actually being controlled by human players or by the computer, adding to the game's eerie allure. There will also be tons of non-playable characters that will assist you or arouse suspicion as to their intent. And last but not least: hordes of flesh-chomping zombies! What's not clear about the game at this time is whether it is an open-ended online experience or a game that can be "completed" like all other Resident Evil games. Are you able to leave and come back? Do you need to continue the game with the same players? Certainly, these are nagging questions for hardcore Resident Evil fans, so we'll be sure to keep you up-to-date with details about this hotly-anticipated online experience.



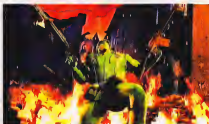


## ARMY MEN: SARGE'S WAR

3DD • April • 1-2 Players



Let's get one thing clear first: This is not your little brother's Army Men game! After churning out endless Army Men games, 3DD decided to give the stagnating franchise a big makeover. *Army Men: Sarge's War* still pits little plastic soldiers against each other in oversized kitchens, backyards and town sets, but the time the game takes on a more serious Medal of Honor-style demeanor. The story is darker and Sarge has a grittier, teeth-baring edge to his persona. After the deaths of his entire Green squad and the love of his life, Vikki (from the PS2 game *Portal Runner*), he's got nothing left to lose. With enhanced GameCube-powered graphics, this is by far the best-looking Army Men game yet. Another shocking feature we've seen is the new brutal death animations; you can melt your enemies, blow holes through their plastic bodies and even dismember 'em with the sniper rifle, just like in *Grand Theft Auto III*. The enemies in the game are smarter than before; they hide, take cover, patrol, outflank and plan their attacks, making *Sarge's War* the most challenging game in the series. An added multiplayer mode lets you take your aggression out on your friends. The folks at 3DD are changing their philosophy about the way they're going to make games in the future. They have promised to spend more money and time on their titles to ensure better quality for players instead of milking the Army Men franchise. Believe it or not, *Army Men: Sarge's War* will be the only Army Men game to be released this year and it will be exclusive to the GameCube. You go, Sarge!



# Select Games



## DINO CRISIS 3

Capcom • Summer • 1 Player

If you're a big fan of the *Dino Crisis* series, then it's time to get yourself an Xbox! *Dino Crisis 3* will be exclusive to Microsoft's beloved game console and will offer a whole new style of play, different from what we've seen in the previous two titles released for the PS one. The game takes place far into the future: the year 2548, when space exploration becomes a common human endeavor. The story begins with the reemergence of Ozymandius, a renegade spaceship that has been missing for over 300 years. Patrick, a government special ops agent, is sent in to investigate the ghost ship along with his team. There they discover a stomping ground of super-evolved dinosaurs ransacking the inner hull of the Ozymandius! The game is a lot more action-oriented than the previous two *Dino Crisis* games and will feature full 3-D environments instead of the pre-rendered backgrounds found in many of Capcom's survival horror/action games. Patrick is equipped with a jet-pack—just like in *Minority Report* or *GunValkyrie*—which allows him to fly around his enemies with unlimited freedom of movement. He'll be equipped with the latest high-powered weaponry to take on the entire zoo of mutant Jurassic foes. One of the most surprising aspects of the game is the ship itself; it's tremendously huge and the layout constantly changes like a puzzle box. Floors and ceilings will collapse or raise, hallways will extend or shrink and entire rooms will appear or disappear. The ship almost has a mind of its own, like the marmion in the movie *J3 Ghost*; players will have to pay close attention to their location at all times. By utilizing the power of the Xbox, Capcom's aim is to create an enormous sense of scale, both of the dinosaurs and the interior of the spaceship. *Dino Crisis 3* is scheduled to be released sometime this Summer.



# Select Games



## FINAL FANTASY ORIGINS

Square • April • 1 Player



The first *Final Fantasy* was supposed to be creator Hironobu Sakaguchi's swan song, hence the "final" in the title. Luckily for us, Sakaguchi is better at creating role-playing games than predicting the future. Now both *Final Fantasy I* and *Final Fantasy II* are being released on the PlayStation as *Final Fantasy Origins*. Although a game titled *Final Fantasy II* was released in the U.S. on the Super NES, it was actually a translation of the Japanese *Final Fantasy IV*. The *Final Fantasy II* that appears on the *Final Fantasy Origins* disc has not been released in the U.S. until now. These 8-bit relics are infused with a healthy dose of modern technology, featuring revamped graphics, new event scenes and updated original ones, improved sound quality and new opening theme songs integrated into the soundtrack. There are also new opening and closing full-motion video sequences, an art gallery of Yoshitaka Amano's sketches, a photo gallery of important events during the game, a bestiary that lists all the monsters in detail and a "Memo Save" feature (essentially a quick-save option). *Final Fantasy I* and *II* were among the most innovative RPGs of their time, with complex battle systems and emotionally-driven storylines. If you're a modern-day Squaresoft fan, you can now find out where it all began.

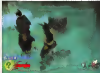


## TENCHU: WRATH OF HEAVEN

Activision • Available Now • 1-2 Players



*Tenchu: Wrath of Heaven* was one of the most underrated games of the PlayStation era. Unfortunately, the game was overshadowed by another stealth action title that was released at the same time: *Metal Gear Solid*. In many ways, *Tenchu* was more of a stealth game than *Metal Gear Solid* with plenty of ninja tools and stalking techniques. Unfortunately, the follow-up, *Tenchu 2: Birth of the Assassins*, tried too many things to be different and lost its original charm. With that in mind, Activision has gone back to its roots with *Tenchu: Wrath of Heaven* for the PS2, enhancing all the things that made the first game a cult favorite. Once again, we're treated to the haunting music score, the dark and forbidding environments, the over-satisfying stealth kills and a splash of the subtle humor that made the first game special. *Wrath of Heaven* is the true sequel to *Tenchu: Stealth Assassins*; it takes place one year after Ikumaru and Ayame's espionage exploits. A new Kuj (nine karji) meter has been implemented in the game where a player earns a karji symbol after every stealth kill. When all nine symbols have been acquired, your ninja will gain a new special skill to aid you in your mission. As always, players will be judged on their stealth skills at the end of every level to earn more ninja items. Also new are two multiplayer modes: a versus mode and a cooperative mode featuring levels that are entirely different from the single-player game.



## TAK AND THE POWER OF JUJU

THQ • Fall • 1 Player



THQ has a long history of developing games based on existing Nickelodeon cartoons, but this is the exact opposite: For the first time, Nickelodeon is producing a video game which will then spin off into a TV show. *Tak and the Power of Juju* takes place long before recorded history, when both good and evil juju (magi) ruled the outcome of primitive lives. Players will control Tak, a shaman's apprentice, who learns how to be the tribal savior... the hard way! Tak must recover moonstones stolen by an evil juju-man. Without the moonstones, the moon will lose all of her power! Tak can ride several different animals, including a rhino and ostrich, to help him traverse the prehistoric land. Players will need to recognize the appropriate animal to use for various puzzles found throughout the game. Tak will be granted special Juju powers from the Juju Gods as he accomplishes certain tasks. He will also have several items at his disposal, like the spirit rattle, pole vault and blowpipe. *Tak and the Power of Juju* will also be available for the PlayStation 2 and Game Boy Advance.





## DYNASTY WARRIORS 4 [UPDATE]

Koei • April • 1-2 Players

*Dynasty Warriors 4* continues the saga of the Three Kingdoms with more bloody, hand-to-hand combat of ancient times. *Dynasty Warriors 4* spans 100 years, from civil unrest to the reunification of China under the Jin Dynasty. Not much has changed from what we've come to expect from the *Dynasty Warriors* series, but this latest installment offers additional modes and editing options to give more depth to those who like to tinker and tweak. Musou mode has become more open-ended, with the ability to choose between different battles and characters after completing each level. The biggest change is the inclusion of large-scale siege engines, like catapults, battering rams and bridge layers. Unfortunately, the siege engines are only shown during cutscenes, but they do add another dimension to your military strategy since they operate in real time. For example, you'll want your troops to be close by and ready to charge when a battering ram breaks through enemy gates. Another new feature allows enemy officers to challenge



your character to a one-on-one duel on the battlefield. You can either accept or decline these challenges, since it's important that your character be strong enough to take on a decorated general...and if you lose the one-on-one challenge, you'll lose the whole battle! Bodyguards can be edited, plus you can now have female bodyguards at your side.



## MEGA MAN X7

Capcom • Fall • 1-2 Players



The Blue Bomber finally makes his way to the PlayStation 2! Mega Man and Zero team up to destroy more machines and robot bosses in *Mega Man X7*.

You can see from the pictures that the game will have a unique "2-D within 3-D" look to please both new- and old-school Mega Man fans. The game will retain a lot of its traditional 2-D flavor, while allowing players to roam around in the open 3-D environment. A new Scramble Change system will allow you to change between Mega Man and Zero with a single button press, allowing you to pull off cooperative combo attacks or to simply escape a hairy situation. An Auto Lock-On feature will activate when an enemy is within attacking range, so you don't have to worry about depth perception if you're a strict 2-D action gamer. On a related note, this year marks the 15th anniversary of *Mega Man*! To celebrate Mega Man's 15th birthday, Capcom is releasing six *Mega Man* games across all different platforms this year...so if you're a *Mega Man* freak, get ready to save up some cash for this huge barrage!



## KUNG FU CHAOS [UPDATE]

Microsoft • Available Now • 1-6 Players



Shao Tieg, a director of martial-arts action flicks, is short on funds and desperate for a megastar to bust him out of his slump. An open casting call leads a pantheon of martial artists into his studio to perform auditions on some of the most hastily jury-rigged sets this side of the short-lived UPN series *Homeboys in Outer Space*. Fighters range from the gun-toting Motown honey Lucy Cannon to the gorgeous Xue Sen Sou, alongside every prototypical bad guy from every Kung Fu film ever made. Single-player levels involve fighting off multiple ninjas while trying to find steady ground on a chaotically self-destructing set. Mini-games add variety, in *A Few Good Sunstems*, you can sup-n back and forth with a trampoline trying to sunbustmen who are falling out of windows. Multiplayer mode supports four-player individual or team-based combat, and with basic jump, attack, throw, guard and counterattack



moves, anyone can easily pick up and play. Once you master the basics, you can start powering up your super attack by delivering a scathing (and poorly dubbed) taunt to your opponent while performing a beatdown. Master Shao-Yu's "Flaming Orbs of Righteousness" releases several fire balls into the air that act like homing missiles, while Monkey rides his staff like an electrified popo stick as he unleashes the "Thunderbolt of Immortality." Developed by Just Add Monsters, this riff on '70s Kung Fu chop-socky flicks features sharp humor, fast action and a deliciously cheesy soundtrack that includes both *Kung Fu Fighting* and the theme from the Bruce Lee classic *Enter the Dragon*, it's an Xbox exclamation.





## TOM CLANCY'S SPLINTER CELL

Ubi Soft • April • 1 Player



You don't have to hear your Xbox buddies bragging about the ultra-stealthy Sam Fisher anymore, because Tom Clancy's *Splinter Cell* is finally coming to the PS2! Ubi Soft assures us that the PS2 version of *Splinter Cell* will not be a mere "port" of the Xbox version. The game will take full advantage of the PS2's graphics power and will even include Dolby Pro Logic II surround sound. Those of you who have played the Xbox version might want to check out the PS2 version as well, since there will be exclusive levels, new cinematics and extra bonus features. Tom Clancy's *Splinter Cell* will also be available for the GameCube. So much for Xbox exclusivity!



## STATE OF EMERGENCY

Rockstar • Available Now • 1-4 Players



After utterly trashing the PS2, the mayhem known as *State of Emergency* moves onto the Xbox to continue its rioting. The game is essentially the same as the PlayStation 2 version released last year, but a few enhancements have been made, including the addition of multiplayer options. Now up to four players can riot in

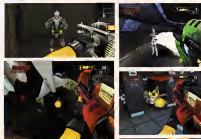


the city in four different multiplayer modes: Deathmatch, Kaos, Last Clone Standing and Survivor. New missions have also been added to the single-player Revolution mode. The graphics in the game have been polished quite a bit for the Xbox version. *State of Emergency* for the Xbox is available now!



## RED FACTION II

THQ • April • 1-2 Players



*Red Faction II*, which was released for the PlayStation 2 last year, is also coming out for the GameCube. Volition, the developer behind the *Red Faction* series, claims that the GameCube version will look better than its PS2 counterpart, with better lighting, increased polygon count and sharper textures. The gameplay, however, will remain true to the original. *Red Faction II* lets you play as Atlas, a former ultra soldier who now has to fight for survival upon being declared a renegade by the government. Fight the power!



## I, GLADIATOR

Acclaim • Possible in 2003 • 1-2 Players



It's 106 AD, and the once mighty Roman Empire has succumbed to excess and debauchery. To fuel the public's escapade fantasies, Emperor Arminius commissions a giant arena where gladiators will stage their bloodiest battles for the entertainment of the people. *I, Gladiator* is a game



inspired by such Greco-Roman film epics as *Spartacus*, *Ben Hur* and *Gladiator*. The game is still very early in development, so details are still sketchy, but *I, Gladiator* promises to deliver all the guts and glory we expect from a game with fighting barbarians.

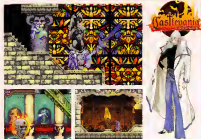
# Select Games



GAME BOY ADVANCE

## CASTLEVANIA: ARIA OF SORROW

Konami • May • 1 Player



Castlevania: Aria of Sorrow will be the third game released for the Game Boy Advance in Konami's long-standing Castlevania series. Aria of Sorrow is radically different from previous Castlevania games. It's set in the near future and the main character, Soma Cruz, is not tied in any way to the long line of Belmont descendants. Soma Cruz will have the ability to save the souls of his enemies and use their abilities as his own. Players will be able to exchange power-enhancing souls with their friends by using the Link Cable, thereby strengthening their own characters. Castlevania: Aria of Sorrow will be out in stores this May!



GAME BOY ADVANCE

## ONIMUSHA TACTICS

Capcom • Fall • 1 Player



Capcom's epic struggle of ancient, supernatural Japan squeezes into the Game Boy Advance! Onimusha Tactics is a turn-based strategy game much like Final Fantasy Tactics; you must plot your every move on a grid-based battle map. Players will control Gremaru and his fledgling unit as they battle the evil Genma Empire, lead by Lord Nobunaga himself! Onimusha Tactics is

definitely a departure from the action-heavy Onimusha games for the PlayStation 2 and Xbox, but its rich themes and deep storyline make for an incredible experience for the Game Boy Advance.



GAME BOY ADVANCE

## MEGA MAN BATTLE NETWORK 3

Capcom • Spring • 1 Player



Two versions of Mega Man Battle Network 3 will be available this Spring. White and Blue. Each version will have its own unique battle chips, enemies, bosses and styles. Parts and accessories can be traded with other players using the Link Cable. All the characters from Battle Network 2 will be included as the Navis continue to police the net for viruses. Mega Man can build himself up to have one of seven different fighting styles: normal, guts, custom, brother, shield, ground or shadow style. Mega Man Battle Network 3 will also connect to the GameCube with the upcoming game, Mega Man Battle Network Transmission. So get ready...and make sure your friend doesn't get the same color as yours if you want to trade!

GAME BOY ADVANCE

## POKEMON: RUBY & SAPPHIRE

Nintendo • Available Now • 1 Player

The first two Pokémon titles for the Game Boy Advance, Pokémon Sapphire and Pokémon Ruby boast new features that include two-on-two battles, with the proper configuration of Link Cables, you and three friends can battle simultaneously. There's a new pageant during the game called a Pokémon Contest that operates like a dog show, where good breeding, beauty and cuteness can increase your Pokémon's chances of winning. You can up your chances by feeding your Pokémon some Pokéblocks, which can be created from berries picked throughout the new world of Hoenn. Depending on your Pokémon's personality, it will have different reactions to the performance-enhancing berries you give it. This time you can play as a male or female trainer and pick from three new starting Pokémon: Treecko (Grass-type), Torchic (Fire-type), and Mudkip (Water-type). As in all Pokémon games, your goal is to travel through the world and defeat Gym Leaders on your quest to become a Pokémon master. There are familiar Pokémon faces in Ruby and Sapphire, but you have to be diligent and you need to trade with fellow trainers in order to catch 'em all.













**FF55TYL5**—Fire arm  
**W1M**—Ending scene  
**DIRECTOR**—Unlock all movies  
**NINJA**—Unlock all combos  
**SEITCHA**—D—Unlock concept art  
**MILK MILK MILK**—Unlock Pan Anasui  
**WEIGHT GAIN**—Nuts hero  
**HAIR LOSS**—Masahiro hero  
**BIG IPS**—Akira hero  
**CLAY CLOWN**—Clown hero  
**SUPERIOR N**—Superbike hero  
**JAIL IN FANTASY**—Gid jalin hero  
**SMILE IN A**—Convict hero  
**REDO GOTO**—Raido hero  
**IN A F50 D1A**—Junkie hero  
**W1555**—Lizard hero

## MISTER MOSQUITO

Kenichi Mosquito

At the main menu, hold **L1** and quickly press **Up**, **Right**, **Left**, **Down**, **□**, **△**, **R1**, **R1**, **R1** if you're not enough, you'll hear Kenichi's voice. The code Kenichi Mosquito option will appear at the mosquito color selection screen.

Kenichi Mosquito

The code will not work unless you enter the Kenichi Mosquito code first. At the main menu, hold **L2** and quickly press **Up**, **Right**, **Left**, **Down**, **□**, **△**, **R2**, **R2**, **R2**. If you're not enough, you'll hear Kenichi's voice to confirm the code. The Kenichi Mosquito option will appear at the mosquito color selection screen. Hidden Game

At the title screen, rotate the right analog stick clockwise 30 times. Every 16th rotation, you'll hear a chime. When you get to the 30th rotation, you'll automatically begin playing the hidden game, "Reckless Cyclist."

## NBA SLAMFEST 2003

Secret Codes

At the "main" screen just before the game starts, enter the following codes by pressing **□** and **△** followed by a direction on the D-pad. For example to enter the "Rocket Red" code (**R2**—**Up**), press **□** three times, **△** two times and **△** once, then press **Up** on the D-pad. A message will appear to confirm each code.

**4-4-Down**—Unlimited Turbo  
**3-0-4**—Max Barring  
**3-0-4**—Left—Max  
**3-0-4**—Right—Max Speed  
**2-4-2**—No Ratings  
**1-1-1**—Down—Tournament Mode  
**2-3-2**—Extra Time After Play  
**2-4-2**—Raido Ball  
**2-4-2**—Power—11 TurboBall  
**0-4-4**—Left—Rat  
**0-4-4**—Right—Rat  
**0-4-4**—Up—Log Rat  
**2-0-0**—Left—Tip Head  
**2-0-0**—Right—Big Head  
**3-5-3**—Coliseum Stadium  
**3-2-1**—Up—Rocket Stadium  
**2-1-2**—Right—Finto Team  
**2-1-2**—Left—Horse Team  
**2-1-2**—Up—Bleat Team  
**2-0-0**—Left—Loan Team  
**2-0-0**—Right—Team Todd McMillan  
**3-2-3**—Right—Team Terry Fitzgerald

## MO RIDER

Unlock All Traits

At the main menu, select "Championship," then select an empty file. Next, continue through the setup screens until you reach the entry form. Enter "RATTA" as your name and select "Done." At the following screen, press **△** repeatedly to return to the main menu, then check out the track selection screen to find everything unlocked.

## MS SUPERFEST

Unlock All Courses, Riders & View Games

At the main menu, press **△**, hold **L1** and press **Left**, then press **□**, **△**, hold **L3** and press **Right**, hold **R1** and press **Down**, hold **R1** and press **Right**, then finally press **SELECT**. The controller will rumble immediately after entering the code correctly.

## MASCAR MEAT 2002

"Random" Skatlon

At the main menu, press **Up**, **Down**, **Left**, **Right**, **R1**, **Up**, **Down**. You'll hear a special sound effect if you entered it correctly. Now enter Championship mode, a new option called "Random" will be available under the "Random" category.

Hidden Mode

At the main menu, select "Single Race." Next, at the "Race Day" screen, press **Up**, **Down**, **Left**, **Right**, **Up**, **Down**, **Up**. If you entered the

code correctly, the race will immediately begin. Now you can shoot out time from the front of your car by pressing **Up** during the race.

## NASCAR THUNDER 2002

Unlock Fantasy Drivers

At the Driver Select screen, select "Create-a-Car." Next, enter the any of the following names in their respective First Name and Last Name fields at the "Driver" sub-screen. Next, select "Continue" and a special message will tell you that you unlocked a new driver.

Steve Albert  
 Fred Allen  
 Scott Brewer  
 Audrey Carr  
 Rick Edwards  
 Michelle Fenn  
 Katrina Goss  
 Diane Quibb  
 Jim Harrigan  
 Tosi Jagan  
 Crazy K  
 Tony Knapinski  
 Rick Humphrey  
 Kristi Jones  
 Joe Johnson  
 Cheryl King  
 Mandy Maki  
 Josh Keenan  
 David Meick  
 Scott Miller  
 Benji Parsons  
 Ken Patterson  
 Dick Paylor  
 Ronnie Rocco  
 Sasha Sances  
 Chad Spencer  
 Daryl Wolfe

## NBA 2K3

Secret Codes

From the main menu, select "Options," then select "Game Play." Next, while simultaneously holding **Left** on the D-pad and **Right** on the left analog stick, press **START**. Next, press **△** to return to the Options menu, you'll notice that a new menu item, "Codes," has appeared at the bottom of the screen. Now enter the code "UNMAGISTART" at the code entry screen to unlock the NBA 2K3, Sega Sports and VC items. Be sure to hold **L1** or **R1** for a couple seconds. "Cape Jack" is the code for capital letters.

## NBA 2K3

Cheat Codes

From the main menu, select "Options," then select "Game Play." Next, while simultaneously holding **Left** on the D-pad and **Right** on the left analog stick, press **START**. Now return to the Options menu, you'll notice that a new menu item, "Codes," has appeared at the bottom of the screen. Now enter the following codes at the code entry screen. Be sure to enter the codes in capital letters.  
**M R 8 A 5 T A R 5**—Unlocks the NBA 2K3, Sega Sports and VC items.  
**S P R I N G E R**—They appear on the ground in Street mode.

## NBA HOGGE

Watch Up Screen Codes

At the match-up screen just before the tip-off, when the announcer says, "Today's match up," enter any of the following codes to gain different abilities and powers-ups. Each code consists of three numbers and a direction, the numbers represent the row letter of the code you need to push the **□**, **X** and **△** buttons. (From left to right) to change the symbols at the bottom of the screen, then you "lock" in the code by pointing the D-pad or right stick in the direction indicated. For example, to enter the "Infinite Turbo" code (**3-1-3**), press the **□** button three times, the **X** button once and the **△** button three times, then press the D-pad or joystick **Up**. A message will appear to confirm if you've entered a code properly. Note: Some codes must be "agreed" to (answered by all players) in order for them to take effect. You can also enter the secret codes in each code by pressing the **△** button instead of **X**.

**3-1-3**—Up—Infinite Turbo  
**4-1-4**—Left—Left-Handed  
**2-2-Night**—No Tools  
**0-1-1**—Down—Show that N  
**1-1-1**—Down—No Heatmap  
**3-0-1**—Up—No Heatmap  
**1-1-1**—Left—Disney Ship  
**3-2-4**—Left—Street Court  
**0-2-3**—Left—Road Court  
**1-1-1**—Right—NBA Ball

**0-2-3**—Right—Away Uniform  
**0-1-4**—Right—Home Uniform  
**3-0-0**—Right—Big Heads  
**5-4**—Left—Tiny Heads  
**3-0-1**—Left—Tiny Heads

## NBA LIVE 2003

Secret Cheats

From the Main Menu, enter the Roster Management menu and select "Create Player." Enter any of the following cheat codes in the "Last Name" field, a confirmation message will appear if you've done it correctly. The unlocked character can then be found in the "Free Agents" list. You can sign to any team.  
**F L I P M O D**—Busta Rhymes  
**C A L I F O R N I A**—Hot Kat  
**Q O O D B A T S**—Scar Black  
**G E T T O F A B**—Fabulous  
**D O L L A R B**—Rich  
**M I X T A P E S**—Old Que

## NBA STREET

Cheat Codes

At the "Beverly Hills" screen just before the game starts, enter the following codes using the **□**, **△** and **X** buttons in that order followed by any direction on the D-pad. For example, to enter the "Big Heads" code (**1-1-1**), press **□** four times, **△** once, **X** twice and **X** once. Press any direction on the D-pad. A message will appear to confirm the code.  
**Authentic Uniform**—**0-0-1**  
**Casual Uniform**—**1-1-3**  
**ABA Score**—**4-4-4**  
**Sprinkle**—**"The Show"**—**3-5-1**  
**Superhero Joe**—"The Show"—**1-0-1**  
**ARMER Joe**—"The Show"—**1-0-1**  
**Big Heads**—**1-1-1**  
**Tiny Heads**—**4-2-2**  
**Try Players**—**0-0-0**  
**ABA Ball**—**0-1-1**  
**WRSA Ball**—**3-1-2**  
**Teach Ball**—**0-1-1**  
**Score Ball**—**2-3-6**  
**VR Ball**—**0-1-4**  
**Medicine Ball**—**0-1-1**  
**ABA Ball**—**4-1-4**  
**VR Ball**—**0-1-0**  
**No Auto Replays**—**1-1-1**  
**No Short Cuts**—**4-4-3**  
**More Gameclips**—**1-4-2**  
**Less Gameclips**—**1-4-2**  
**Less Gameclips**—**1-4-2**  
**Mega Dunking**—**1-4-2**  
**No Dunks**—**3-1-1**  
**Unlimited Turbo**—**2-3-3**  
**No Auto**—**1-4-3**  
**Super Heroes**—**3-5-1**  
**Less Heroes**—**3-1-2**  
**Ultimate Power**—**3-1-0**  
**Shiny Rings**—**3-1-1**  
**Less Rings**—**3-1-1**  
**Mini Handles**—**3-1-1**  
**No Alley-Ops**—**3-1-1**  
**No 2-pointers**—**3-1-3**  
**Captain Quab**—**3-2-1**  
**Harder Defense**—**2-3-3**  
**Player Names**—**0-1-3**  
**No Player Indicators**—**4-0-0**  
**No Shot Indicators**—**4-2-4**  
**No H2O Display**—**4-1-1**  
**Explosive Items**—**1-2-4**  
**No Cheats**—**3-1-1**

## NEED FOR SPEED: HOT PURSUIT 2

Unlock Cars

Enter any of the following codes at the main menu. You'll see a special message appear in the lower left corner of the screen upon entering each code correctly.  
**Right, Left, Right, Left, R1, R1, R1**—Unlock Ford T350  
**L1, L1, L1, L1, R1, R1, R1**—Unlock HSV Coupe  
**Left, Left, Left, Left, Left, Left, Left**—Unlock Lotus Blue  
**□, Right, R1, Right, R1, R1, R1**—Unlock BMW  
**Left, Left, Left, Left, Left, Left, Left**—Unlock Peugeot  
**Mustang Cobra R**  
**Left, Left, Left, Left, Left, Left, Left**—Unlock Chevrolet Corvette Z06  
**R2, Right, R2, Right, R2, Left, Left**—Unlock Aston Martin V12 Vantage  
**Left, Left, Left, Left, Left, Left, Left**—Unlock Porsche Carrera GT  
**Right, R2, Right, R2, R1, L1, L1, L1**—Unlock Lamborghini Diablo 6.0 V  
**R2, R2, R2, R2, L1, L1, L1**—Unlock Ferrari 360 Spider  
**L1, L1, L1, Right, L1, Right, L1**—Unlock Ferrari F50  
**L1, L1, L1, Right, R1, Right, R1**—Unlock Ferrari 550 Barchetta

**△, L1, △, L1, R1, Left, R1, Left**—Unlock McLaren F1  
**□, L1, □, L1, △, Right, △, Right**—Unlock McLaren F1 LM  
**R2, R1, R1, R1, Left, △, Left, △**—Unlock Mercedes CLK-RT

## NHL HITZ 20-20

Secret Codes

At the versus screen just before the game starts, enter the following codes by pressing the **□**, **R2** and **X** buttons followed by a direction on the D-pad. For example, to enter the "Huge Head" code (**1-4-5**), press **□** once, **R2** three times, **△** once and **X** five times, then press **Left** on the D-pad. A message will appear to confirm each code. Note: If you change the default controller configuration, you may be altering the buttons that are used to enter these codes.

**2-1-2**—Night—More time to enter codes  
**4-1-0**—Up—Infinite turbo  
**4-1-1**—Up—Power up defense  
**5-2-1**—Up—Power up offense  
**3-2-1**—Left—Fast running speed  
**2-0-0**—Left—Fast passes  
**1-2-0**—Left—Fast passes  
**1-2-0**—Left—Fast passes  
**3-1-4**—Down—Sprint CPU teammates  
**3-1-4**—Down—Sprint CPU for offense  
**0-0-1**—Right—Extra time after play  
**2-0-0**—Up—Jump mode  
**2-0-1**—Right—Team big heads  
**1-4-5**—Left—Huge head  
**1-3-3**—Left—Big Testz  
**2-0-0**—Up—Jump mode  
**0-5**—Right—Power Load (big shoulder)  
**2-3-2**—Right—Team Midway  
**2-4-4**—Team—Italia  
**3-4-4**—Down—Team Newtology  
**3-2-1**—Left—Team Goodbye  
**4-0-0**—Right—Team Crunch Mode  
**4-0-2**—Down—Team Bruin Dawgs  
**4-0-4**—Right—Team Annagoddon  
**4-0-4**—Left—Team Indians  
**0-0-1**—Up—Team Gomers  
**3-0-0**—Down—Team Billy  
**3-0-0**—Down—Sound log on  
**3-0-0**—Down—Sound log on  
**5-5-4**—Right—Weather Rain  
**5-5-4**—Left—Weather Snow  
**3-0-0**—Left—Clear ball  
**3-0-0**—Down—Crunch ball  
**1-1-1**—Left—Allow stepping out of bounds  
**3-4-1**—Up—Butter Fingers  
**5-5**—Night—Showtime  
**0-1-2**—Down—Use CPU assist (Items must agree)  
**0-2-1**—Right—See more fields (Items must agree)  
**1-1-1**—Down—Tournament Mode (In two-player game)  
**2-2-3**—Left—Always QB (two humans per team)  
**2-2-3**—Right—Always QB (two humans per team)  
**3-2-1**—Left—No highlight target on receiver  
**3-4-0**—Right—More audible names  
**5-5-5**—Up—No interference  
**5-5-3**—Down—No random fumbles (teams must agree)  
**1-4-5**—Up—No punting  
**2-0-0**—Up—No fart dunks  
**5-5-4**—Right—No rap rap  
**1-1-1**—Down—No rap rap

## NHL HITZ 20-20

Secret Codes

At the versus screen just before the game starts, enter the following codes by pressing the **□**, **R2** and **X** buttons followed by a direction on the D-pad. For example, to enter the "Huge Head" code (**1-4-5**), press **□** once, **R2** three times, **△** once and **X** five times, then press **Left** on the D-pad. A message will appear to confirm each code. Note: If you change the default controller configuration, you may be altering the buttons that are used to enter these codes.



















WFCYBCTFCTMBCTCTT-Bornas love  
"Endurance" (enter the "Triumph of the  
Engine" code first, then highlight "Strike at the  
Zone" at the Select Mission screen and press  
the **ENTER** key)  
C D F X T F T A S S P O N E -Unlock  
Nelson's Fighter  
M Y Q I U A V H C H I D U Y V -Unlock  
American Edition  
Z T F T F T A G O D S P S R B -Unlock The  
Signal  
T P A S Y B V R G O M S H I P -Unlock Slow  
Motion  
V M T X R G E H C H O O Q I Z B -JETS  
HV-Unlock James' Plane's Side  
N Y M I U L O G K -B.L.H.M.I.T-Unlock The  
Advanced  
A C H I I N T I Z S Q U B -Unlock Imper-  
ial's Quire  
J Z U I V I I -BENZIN-Unlock Car  
I U V I W V Z C -G I V I T U R -Enable "Aces  
Mode" option at the Special Features menu  
L A H E I A L A C O M M -Unlock Commu-  
nication at the Special Features menu  
E X H I I T I T -Enable "Air Gallery" option at  
the Special Features menu  
C O M F O S E R -Enable "Hugs" wall option  
at the Special Features menu  
T I N S I D E -Enable "Documentary" option at  
the Special Features menu  
T A S H E I F -Enable "Credits" option at  
the Special Features menu  
L O R D A H -Enable "Lobby Mode" option

## STAR WARS: THE CLONE WARS

At the main menu, select "Options," then select "Biosaves," "Heart," select "Codes" and enter any of the following at the code that appears. A special message will appear after entering each code correctly.

- GAUMAGE—Unlock all events.
- WINTAFORGE—Unlock invulnerability.
- CHROENT—Unlock unlimited ammo.
- YUB YUB—Unlock bonus objectives.
- FRAGSTRA—Unlock all multiplayer maps.
- QEMMA—Unlock all cutscenes.
- SATCHEL—Unlock item photo mode.
- AKIRA—Unlock Akira in Academy.
- FLUZZBALL—Unlock Wookiee in Academy.
- ROGUEBOGE—Unlock Simle Droid in Academy.
- WAT TAMBOON—Unlock Super Battle Droid in Academy.

Play *Final Collection* Song

At any main screen, press up, Up, Down, Down, Left, Right, Left, Right, B, A, START.

AKIRA—The Wookiee collect song from Star Wars. The end of the Jedi will be played immediately.

**SUPER SMASH BROS. FALLOE**

**Jaggyt—Finish Classic mode or Adventure mode** with any character and defeat Jaggyt.

**D Mario—Finish Classic or Adventure mode** as Mario without obtaining, then defeat D Mario to unlock him.

**Ligi—Play in Adventure mode** as any character and defeat Ligi.

**The "seconds" stage—The first 2 levels of the "seconds" stage of the stage timer (first from the night). Defeat Ligi in less than 1:00:00 complete the remaining stages in Adventure mode, then defeat Ligi again to see Young Luigi—Finish Classic mode with at least 16 characters; then finish Classic mode with Link and defeat Young Luigi to unlock him.**

**Peach—Finish the 100 Man Mare and defeat Peach to unlock her.**

**Pico—Finish Stage 27 of Brawl mode and defeat Pico to unlock him. Alternatively, play Versus mode 281 times, then defeat Pico to unlock him.**

**Ganondorf—Finish Stage 26 of Event mode and defeat Ganondorf to unlock him.**

**Marth—Use all 14 Alphas (all levels) characters at least once in Classic or Adventure mode. Then defeat Marth one last time and defeat Marth to unlock him. Alternatively, play in Versus mode 489 times, then defeat Marth to unlock him.**

**Roy—Finish the game in Classic mode as Roy and defeat Roy to unlock him.**

**Mr. Game & Watch—Finish the game with 24 characters in Classic mode, then defeat Mr. Game & Watch to unlock him.**

**Bowser—Play in Versus mode 701 times and defeat Bowser to unlock him. Alternatively, play in Versus mode for a combined total of 20 hours of play by non-computer participants (i.e. if four players participate, each will appear after only five hours of play).**

Street Fighters  
 Street Fighter—Play 50 matches in Versus mode  
 Toxic Dose—Play 180 matches in Versus mode  
 Big Blue—Play 150 matches in Versus mode  
 Poison Pill—Play 200 matches in Versus mode  
 This one enables a Random Select Order in Versus mode  
 Mushroom Kingdom II—Find the Bird or Pterodactyl in One-Player mode  
 Flat Zone—Finish Classic mode as Mr. Game & Watch  
 Battlefield—Complete All-Bat mode with any character  
 Fruit Destruction—Clear all 51 Stages in Versus mode  
 Download—Complete Target Test with all 25 characters  
 Yeh's Island—Find the sandal on 1,323 of the Home-Run Cards  
 Kongo Jungle—Finish the 15-Minute Melee with any character  
 Sound Test  
 Sound Test—Lucky, Dr. Mario, Falco, and Luigi to clear 27 out of 30 stages in Versus mode to unlock Event mode stages 31-39  
 To unlock stages 40-50, unlock all of the 25 characters  
 To unlock stages 51-59, unlock all 25 characters  
 To unlock stages 60-69, unlock all 25 characters  
 To unlock the Sound Test  
 All-Star Mode  
 All-Star Mode  
 This game is Classic mode with all 25 characters and a 60-second All-Star timer

### Special Madden Trophies

Betty White Wins Franchise—Awards the 15 Minute  
 Movie with a character  
 Mimi Whitehead—Wins the 150-Min. Movie  
 124 minutes or less and Defeat Floss  
 Proximity Movie—Completes 1 of event movie  
 Gamble—Wins Stage 14 in event movie  
 Samsky, Shing—Successfully escape the  
 Brontor in Adventure movie before the timer  
 expires  
 Kirby Hall—Frogs Stage 37 in event movie  
 Barry Bond—Achieves a total of 126 hits  
 in event movie "MAX Combat" for all char-  
 acters combined  
 Captain Olmsted—Fights Super Smash Red  
 Mele with a Pillock save for one of your mem-  
 ory cards  
 The Fair—Wins All-Star movie once with  
 your favorite  
 Celine—Locates Celine's Polaroid in One Player  
 Adventure—Completes movie  
 Celine—Completes Adventure movie at the  
 Heart of Very hard difficulty setting with  
 your character  
 Corn—Play 181 turns in Corn Battle movie bet  
 battles to "corn" at the Options menu  
 Corn—Score points in every Special Bonus  
 category  
 Dinkley—Completes Stage 26 in event movie  
 Dinkley—Kings Junior—Completes the game  
 with all 25 characters in Classic mode (any  
 difficulty)  
 Female Wave Franchise—Defeat 101 enemies  
 in the Endless Movie  
 Final Destination—Finish Stage 51 in event  
 movie  
 Fred—Play 1,000 matches in Mele movie  
 Game & Watch—Completes 4 of event movie  
 120  
 Last Mission Train—Score a combined total

**Lion Lou-Miss**-Clear the Target Tents in 1,500 seconds or less  
**Mack Reddy**-Clear Classic mode in 300 seconds or less  
**Major Mace**-Complete Stage 47 in 200 seconds or less  
**Master Hand**-Clear Classic mode at Hard or Insane difficulty without continuing  
**Maximum Tomato**-Play 18 matches in Melee mode  
**Metal Beatz**-Finish 11 Combos in Training mode  
**Mew-Clear All-Star mode at the Hard or Very Hard difficulty setting**  
**Misty Gray**-Win a total distance of 3,000 feet in the Race mode  
**Paper Mario**-Hit the sandbag 1,685 feet or more in the Home-Run Contest  
**T-Zero Racers**-Collect the red "Smash" trophies for all characters (earned by finishing first in every race)  
**Moovits**-Collect the blue "Smash" trophies for all characters (earned by finishing last in every race)  
**Winnar**-Clear All-Star mode in 300 seconds or less  
**Wolfen**-Clear Adventure mode in H160 seconds or less  
**Dog Nipke**-Collect 1,000 coins

- Sandbag—Hit the sandbag 500 feet or more in the Horse Run Contest
- Target—Clear the Target Test with every character
- Sherrif—Clear the Target Test in 750 seconds or less
- UFO—Play 100 multiplayer matches with two or more players
- Falcon Flyer—Play 150 Multiplayer matches with two or more players
- Sudowoodo—Play 200 Multiplayer matches with two or more players
- Unknown—Get a combined total of 16,383 hits or more in the Horse Run Contest using any character
- Mr. Beets—Defeat six foes in Oval Males mode
- Melina—Unlock the Sound Test
- Heart Container—Play 100 matches in Melina mode

## TONY HARRIS'S PHIL SPARE. I

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:

**FREAKS HQ**—Unlocks all hidden characters

**ARKEDGED**—Enables "Cheats" option in the Round menu

**MARMELOUT**—Unlocks the currently selected slider enough visit points to max out all statistical categories

**P O P C O R N**—Unlocks all movies

**Secret Movie(s) Slates**

First, enter "W I E A D F O R K" at the "Cheats" screen. Then create a new slate at the "Create a Slate" menu with one of the following names to unlock one of nearly 80 different secret characters. Most of the new slates are members of the team that designed the game, their family members or friends. But all of them have unique visual features which cannot be changed once you create a new slate, and some have special abilities or powers.

## JEREMY AND

DAUGHTER	DAVE COWLING
RAHIL DAMAZO	FRANK FRANK
DAVID DAVIS	KEVIN
MATTHEW DAY	RACHAEL DAY
GORELIA	DOUGIS
MOMAS DADGY	KEVIN FONG
DAVID DAVIS	CHRIS GLEN
PROGRAM	JOHN
BRUN	GARF JENNINGS
SAVAN	MIYUJO
ASH JEWETT	SARAH JEWETT
KEVIN JEWETT	NOLAN JEWETT
KEVIN MULL	ANDREW NELSON
JOHNATHAN	SPENCE
JOHNNY OW	STEPH RALUSCH
JOHN	ANDREW TRAUICH
JAMES RALUSCH	ARSON
PAUL ROBINSON	DAVIDSON
JOHN	CHRIS WARD
JOHN GUILTZ	RILEY HAWK
JOHN LYSZAK	WILLIAM PEAKE
MICHAEL WEST	CONOR JEWETT
SPENCER HAWK	ROBERT
KEVIN	GRACE PATT
BARBARAPOPOLUS	STACEY D
SIR HAN	MICHAEL
NICOLE WILSON	
DAVID STONE	
KEVIN	

©TOMY HAWK'S PRO. SILVER A

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## TWICE COLLISION

**Secrets/Cheats**  
At the main menu, select "Cheats," then select "Enter Cheat" and enter any of the following codes. To access the level select after you have unlocked it, you must load a previously saved game from the main menu.  
S L L E G U T—Unlock level select  
E M E R P U S—Unlock emergency  
S L L E W Q H—Unlock invisibility  
T E X A S—Unlock all weapons  
M I A D M A N—Unlock unlocked ammo  
H E I D—Unlock big heads  
Z O G—Play Zoo mode

## BY THE TASMANIAN TIGER

**Secret Codes**  
At any time during gameplay, enter any of the following codes. You'll hear a special guitar sound effect after entering a correct code.  
L R L R Y Y Y X R R X Z Z Z—All items are marked with vertical lines.  
L R L R Y Y Y Y Y Y Y B—Obtain Kikkoozang, Doomaring, Megakring, Zookering, Infrazing, Mulkaring and Choonoring.  
L R L R Y Y Y R R R Y B—Obtain Frostwing, Flamering, Zapping and Aquaring.

## WAVE RACE BLUE STORM

Choose "Options" from the main menu, then hold Z + X and press **START** at the Options menu. A new "Password" option will appear. At the next screen, enter any of the following passwords:

- D L F H M M Q S—Ride a dolphin, Free Roam
- K T U P W N P D—Play Dolphin Park, Start Mode Normal
- W C R S W P S A—Play Southern Island, Start Mode Expert
- M J V B L K L S—Play La Banza Canal, Time Attack Start

J T B W M H F—Play Lost Temple Lagoon,  
Time Attack Normal  
L Q Z T R K T E—Play Lost Temple Lagoon,  
Time Attack Hard  
A I X Y B F S 3—Play Expert Championship  
without having to unlock it

ENDLESS: THE YAKUZA HISSHO

**Unlock All Missions & Cheats**  
At the Scenario Select screen, select "Cheats." Next, move the cursor to highlight the "Unlimited time" cheat, then hold down **L + R + Right** and press **Z**. After entering the code correctly, all missions and cheats will be immediately unlocked.

## X-MEN: NEXT DIMENSION

At the main menu, quickly enter any of the following codes. A special message will appear after entering a correct code:

- Up, Up, Down, Down, Left, Right, Left, Right, A, B, START—Unlock everything
- Up, Up, Down, Down, X, Y, Y, X—All characters start with nearly zero health
- Up, Up, Down, Down, A, A, B, E, X, X, Y, Y—Computer opponents get stoned
- Up, Up, Down, Down, A, X, A, X—Unlimited Super

Ga













OVER RACING

Secret Wins
At the title screen, press L1, R1, L1, O, X.
You'll hear a laughing sound effect after entering it correctly. Now you can choose the
Anton Martin Versus in Two-Player mode.
You must repeat this sequence very quickly for
the game to recognize it.

1-Game Cheat Requirements

- Below are the requirements for unlocking the
cheats that can be accessed within the
"Cheats" menu under the main menu.
"Genes a little" Mission—Knock out all 11
fire hydrants and complete the mission
"Armbrust" Mission—Complete the mission
with at least 85% health intact.
"Survive the Jungles" Mission—Disable all
three tanks and complete the mission
"Air Strike" Mission—Don't enter any tents
that don't contain power-ups and complete
the mission.
"Escape" Mission—Complete the mission with
100% score.
"Break Out" Mission—Complete the mission
with 100% health intact.
"River Race" Mission—Collect all Nitro and
TS-444s down and complete the mission
"Download" Mission—Complete the mission
with a perfect score.
"Submerge" Mission—Complete the mission
with 100% health.

3D LIVINGIES

Save Select
Choose "Codes" from the main menu and
enter the password "LAMPARCO." Highlight
"Find" and press X; the message "Password
Given" will appear. Now choose a difficulty
level and select "Play," a data-select menu
will appear that allows you to start at any
point in the game.

ADVANCED DRUMMERS & DRAGONS
FROM A BLOOD WARRIORS OF RAINBOLT

Best Codes
Enter any of the following codes at the character
select menu. If you've entered a code
correctly, your cursor will appear on one of
the five corners of the screen and the boss
character's portrait will appear in the center.
Note: The codes don't have to be entered extremely
quickly, but if you're too slow they won't register; set it again.
The Misch of Chaos—Hold X, L2 + R1 + R2
+ Up and press X.
The Lord of Chaos—Press Up, Down, then roll
the D-pad from Up to the Down/Left position
and press X + X simultaneously (like this
P + P + W + D + X).
The Avatar of Order—Hold Left and press X,
then press Right + X simultaneously.
Coast Strife von Zerkow—Press Up, then roll
the D-pad from Right to Down, then press
Left, R1, R2, L1.

AIR COMBAT

Secret Loading Screen
Hold the R1 and Control buttons at any point in
the game when the standard "bird logo" loading
screen is about to appear. If the "bird" screen
appears, you're too late—but if you hold the
buttons down in the right time, you should
see a new, black loading screen with little
compact disc bouncing around.
Moleen Game

When the secret CD loading menu appears in
described above, quickly press Up, Left,
Down, Right, A. This picture of a flyer—the
dragon character from Narnia's classic Dig
Dog arcade game—will appear in the lower
left corner of the screen to indicate that the
code worked. With this cheat in place, start the
game, or return to the title screen and
continue to reach the "loading" screen again.
This time, don't hold any buttons—the "load-

ing" menu will be replaced by a strange
flying game in which you must star the Air
Control and hold symbols around the screen
and destroy as many of the passing ships and
missiles as you can before a tiny bird can
leave from the left side of the screen to the right.
Use the L2 and R2 for left and right buttons to
spin the symbol clockwise and counter-clockwise;
if you don't, press any button, you'll
crash into the walls and die. Tap the R1
button to toggle between three different control
schemes. Get a score of 400 or higher
and you'll get something, but what?
\$26,593,000 Credits

At the special CD loading menu, quickly press
Down, O, X, L2, O, L2, O, X, L2, then press
Dx4 simultaneously twice and hold both left
buttons down after the second press. You'll see a
Rooka character from Dig Dog appear in the
center of the screen. Now start the game and
start the right select screen. You'll see that
you've automatically earned an incredible
\$99,593,000 credits which you can use to buy
any ship or weapons available.
Guns Men

At the CD loading menu, hold the R1 button
and press START 10 times (continue to hold
START after the tenth press). This code is
tougher to do than the others, but when you
get it to work, you'll find more variety in your
available weapons.

BATTLE HUNTER

Secret Character
At the main menu, select the Office icon, then
select the Registration icon. Next, enter any of
the names below to create a secret character.
SHUICHI
VIXEII

BIG FISHES

After fishing a few
Bungie's match, hold L2 + R2 and point the
D-pad away from your opponent to estimate a
first-person camera view. To return to the
standard camera angle, hold L2 + R2 and
press Down.

BLADE

Unlock Secret Cheats
Enter any of the following codes at the main
menu. You'll hear a special sound effect upon
entering a correct code. This is the middle
of gameplay; press START to pause and select
"Secret Menu" from the pause screen. From
here you'll be able to toggle on and off all
the cheats that you've unlocked.
Unlock Infinite Weapons—Down, Right, Up,
Left, L2, L3, R2, R1.
Unlock Infinite Health—Left, Left, Left, Right,
L2, L1, R2, R1.
Unlock All Items—Right, Left, Up, Down, L2,
L2, R2, R2.

BOMBERSMAN WORLD

Secret Passwords
Choose "Game Mode" at the main menu,
then select "Secret Game" and select the
"Password" option. Now enter any of the
following codes to unlock special features.
3 6 3 6—Unlocks two extra stages in Battle
Bomberman.
1 6 2 3—With this code in place, enter a Battle
Game and choose Stage 1 (Standard) to
play with all of the blocks removed.
6 8 2 3—With this code in place, enter a Battle
Game and choose Stage 1 (Standard) to
start with all of the characters in the middle
of the screen instead of at the outside edges.

CRIMINAL RESISTANCE

Cheat Codes
At any time during the game, press the START
button to pause, then enter any of the
following codes:

Invincibility—Hold L2 and press Up, Left,
Down, Right, D, L1, X, O.
All weapons—Hold L2 and press Up, Left,
Right, Down, D, L1, X, O.
Unlock all weapons' secondary attacks—Hold
L2, press Up, Down, Left, Right, X, L1, O.
Infinite items—Hold L2 and press Down,
Left, Right, Up, Down, Left, X, L1, O.
Collect shield—Hold L2 and press Up, Left,
Right, D, L1, O.
Infinite money—Hold L2 and press X, L1, L1,
D, L1, O, X, X, X.

CONTINUED

Unlock All Stages
Choose "Adventure" from the main menu.
When the stage select screen appears, press
R1, R1, R2, R1; now you can choose any stage.
Extra Lives
The game is an adventure mode, then press
START to pause. At the pause screen, press L3,
L3, L2, L1; you'll hear a signal to continue. Now
you can increase the number of lives you have
in reserve at any time by pressing Right on
the D-pad at the "Pause" screen.

CHAMPIONSHIP BASS

Choose "Adventure" from the main menu.
When the stage select screen appears, press
R1, R1, R2, R1; now you can choose any stage.
Extra Lives
The game is an adventure mode, then press
START to pause. At the pause screen, press L3,
L3, L2, L1; you'll hear a signal to continue. Now
you can increase the number of lives you have
in reserve at any time by pressing Right on
the D-pad at the "Pause" screen.

CHAMPIONSHIP MOTORCYCLES

FEATURING RICKY CAMMICHIAL
Secret Codes
From the main menu, select "Championship,"
then press X twice to reach the "Name Entry"
screen. Enter any of the following codes at
the screen. Note: The " " symbol represents
a space.
A L L \_ E V E N T S—unlock all classes
D I R T \_ T R A C K S—unlock all tracks in Single
Race mode
O R G A N I Z E \_ T E T T—Big head
L I V E \_ A C T I O N—unlock Fox Movie in
"Extra" screen

COOL MOON KALLY 2.0

Secret Codes
Choose any game mode at the main menu,
then select "Course Name Entry Profile" at the
Driver Select screen. Next, input any three letters
at the Tag Entry screen. Finally, at the
Name Entry screen that follows, enter any of
the following codes. After entering a correct
code, you'll return to the Driver Select screen
automatically. Note: The " " character represents
a space.
H O L L E Y C L E A R—unlock all tracks
O N E C A P T A I N—unlock all cars
h a z a r d \_ a n d \_ f l a s h—Main menu
display the picture of a cat
Mile Codes
The following codes are entered in the same
way as the previous ones, however, after
entering at least one of them, a new "Cheats"
menu will appear under the "Options" menu
where you can toggle each effect on or off.
g r e a t s a l l i g o—unlock
m o s a d a m—disabled gravity
r a n d o m c a r s—Minotaur
n e a r l i g h t t o w e r—Aggravate cars
h o r r i b l e t r e e s—hugely colorful
r o c k e t f u e l—Faster boost
e x p l o s i v e—Main track
p r a n c e a c c e l e r a t e r

COMMAND & CONQUER

Advanced Mode
Enter "GOODLILA" at the password screen
and begin the game. The characters will all
speak in Japanese.
At any time during the game, press START to
pause, then enter one of the following codes:

When you press START again to unpaue, you
will have access to the features you requested
in the codes.
Iron Cannon—Right, Down, Left, Left, Down,
Right, Right, Down, Left, X, L1, O.
Air Strike—Right, Down, Left, Left, Down,
Right, Right, Down, Left, X, L1, O.
Extra \$5,000—Right, Down, Left, Left, Left,
Left, Right, Down, Left,
Reveal Enemy Map—O, O, O, O, Up, O, L1, R1, O,
O, O.

Covert Operations
Choose "Enter Password" from the main
menu and input the password "COVERTOPS."
When you return to the main menu, you'll
find a new option called "Covert Operations."
The Covert Operations missions are different
depending on which disc you have in the
PlayStation when you enter this code, so re-
member to try them both.

COMMAND & CONQUER: RED ALERT

Cheat Codes
Each of the following cheat codes can be entered
as follows: Access the add-on menu,
then highlight the symbols in the order
shown and press the Cancel button (O) at each
one. In the default control configuration at each
step, for example, to enter the "Randomizer"
code, press D to access the unitator, then highlight
the symbol, press the O button, highlight the
X symbol, press the O button, highlighting
the O symbol, etc.
1,000 Credits—L1, L1, O, X, O, X, O.
Atom Bomb—O, X, O, O, O, O, O.
Grasshopper—L2, O, O, O, L1, X, O.
Randomizer—L1, X, O, O, X, O, O.
Reveal Enemy Map—O, O, O, O, X, O, O.
Win Current Level—X, O, O, X, O, O, O.

COMMAND & CONQUER: RED ALERT

RETAILER
Cheat Codes
Each of the following cheat codes can be entered
as follows: Access the add-on menu,
then highlight the symbols in the order
shown and press the Cancel button (O) at each
one. In the default control configuration at each
one, for example, to enter the "Randomizer" code,
press D to access the unitator, then highlight
the symbol, press the O button, highlight the
X symbol, press the O button, highlighting
the O symbol, etc.
Invulnerability—L1, X, O, O, X, O, O.
1,000 Credits—L1, L1, O, O, O, O, O.
Atom Bomb—O, X, O, O, O, O, O.
Grasshopper—L2, O, O, O, L1, X, O.
Randomizer—L1, X, O, O, X, O, O.
Reveal Enemy Map—O, O, O, O, X, O, O.
Win Current Level—X, O, O, X, O, O, O.
Loss Current Level—O, O, O, X, O, O, O.
"Significant Green Code" (your own game
instead of only—L1, X, O, O, X, O, O).
Replace names: "invincible" with real names—
O, O, O, O, O, O.

DAKOTA DUCKS 3

Play as Duck Striker
In Arcade mode, highlight the "P" bar at the
character-select screen, press the SELECT button
five times, then press any button. The
computer will choose a character for you to
revelate and you will see a quest database
create instead that character's body. If you win
the fight, the shadow will steal the soul of
your opponent and you will fight as that
character in the next battle.
Play as Duck Striker 2
In Arcade mode, highlight the "P" bar at the
character-select screen, press the SELECT button
seven times, then press any button. If
you're playing against the computer, a random
fight will be chosen for you before each
battle and you will see a mysterious,
female character instead that fighter's body.

TIPS & TRICKS Reader Art Gallery



By Chris Tamm, Portland, OR; By Josh Norton, Harrisburg, PA; By Josh Norton, Harrisburg, PA



By Josh Norton, Harrisburg, PA



By Alex Friesen, Fort Myers, FL; By Josh Norton, Harrisburg, PA













# Game Boy Advance tips

## TIPS & TRICKS

• Change the last name from "A" to "CLEAR"  
Now press **START** to confirm. Notice that the wrestler's name has not changed on the Wrestler Edit Menu. Now all of the secret wrestlers have been unlocked.

#### SECRET RING

Customize Player Names

At the name entry screen that appears when you start a new game, press the **SELECT** button three times; you'll hear a chime. After you choose a name for the main character, you'll be able to choose different names for Giant, Ivan and Mia. At any time before you've finished naming these three additional characters, press **Up**, **Down**, **Up**, **Down**, **Left**, **Right**, **Left**, **Right**, **Up**, **Down**, **Left**, **Up**, **SELECT** and you'll be able to rename Felix, Jenna and Sheba as well.

#### STADIUM GALAXIES

Power-Up

At any time during the game, press **START** to pause, then press **Up**, **Down**, **Down**, **L**, **R**, **R**, **B**, **A**. When you unpause, your ship will be equipped with the highest level of all power-ups. This code can only be used once per game.

Self-Destruct

At any time during the game, press **START** to pause, then press **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**. When you unpause, your ship will be equipped with the highest level of all power-ups... but it will self-destruct after a few seconds.

#### STADIUM GALAXIES (continued)

Secret Codes

Enter any of the following codes at the title screen:

- Hold **L** + **Up** and press **B** to watch the ending credits
- Hold **L** + **R** and press **B** to unlock Extra 1 mode (go kart racing)
- Hold **L** + **R** and press **B** to unlock Extra 2 mode (formula car racing)
- Hold **L** + **R**, point the D-pad in the Down/Right position and press **B** to unlock all turning parts
- Hold **L** + **R**, point the D-pad in the Up/Left position and press **B** to unlock all cars
- Hold **L** + **R**, point the D-pad in the Up/Right position and press **B** to unlock all courses

Password

SPD WJH LBQ8 vVb8—Unlock all Championship Mode classes

#### THE RINGING THE BELL

Play as Rings

At the "Area Select" screen, press **Up**, **Down**, **Right**, **Left**, **Right**, **Down**, **Up**, **SELECT**. To return to playing as Arnold, just enter the code again.

#### INSPECTOR GADGET

ADVANCE MISSION

Password

- 7 \* M M I 4—Statue of Liberty in the Statue
- 3 H M L 1 4—Statue of Liberty: The Flame of Liberty
- R 3 \* 3 M 6 4—The Tower: The Tower Keeps Watch
- R 7 H 3 L 6 4—The Tower: The Lift
- \* C H 3 L 2 4—The Tower: Higher Than Everything
- \* H \* 3 M 2 4—The Great Wall: At the Foot of the Great Wall
- R 5 \* 3 M 8 4—The Great Wall: On the Great Wall
- \* R M 3 3 P—Big Ben: The Palace
- R H M 3 7 P—Big Ben: The Top
- R C 7 M 2 7 P—Egypt: The Valley of Kings
- \* R 3 3 X P—Egypt: The Great Pyramid

#### IRON SO

Stage Select

Enter the Password entry screen and enter the code "99997777M9". Now you'll find two new items at the Options menu. "Start Level" allows you to start at any stage and "Start at Boss" lets you skip directly to the boss of the stage you chose.

Quick Exit

Enter the Password entry screen and enter the code "SELECT000" (be sure to include the 0 symbols). Now you can exit to the title screen at any time by pressing **SELECT** during the game. Picture Gallery

Enter the password "GALLERY". This allows you to view a "slide show" of Iron So artwork.

#### IRON SO (continued)

Secret Codes

At the title screen—when the button "Press Start" appear—hold the **R** button and press **B**, **A**, **Left**, **Down**, **Up**, **Right**. A menu will appear that allows you to warp to any stage. Set the "Scrolls" option to "All" to start with all the Special Scroll Attacks.

#### IRON SO (continued)

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes. Note: Each code can only be used once per game.

- 500 score credits—**Right**, **Left**, **Right**, **Left**, **L**, **R**, **Up**, **Up**, **R**, **L**, **L**
- 1,000 space credits—**Up**, **Down**, **Up**, **Down**, **Left**, **Right**, **L**, **R**, **L**, **R**, **L**
- 5,000 space credits—**Up**, **Right**, **Down**, **Left**, **L**, **Right**, **Left**, **R**, **L**, **L**

#### IRON SO (continued)

Unlock All Levels

Enter the following password: Palm Tree, Lamp, Rog, Glow, Kas. After en-

tering it correctly, you'll be sent to the level select screen with every level unlocked.

#### IRON SO (continued)

Secret Code

Choose any game from the main menu, then—when the game's "attract mode" or title screen appears—press **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **R**, **A**, you'll hear a chime to confirm the code. This code has a different effect in each of the six games as follows:

- Progger—Enhanced graphics + music
- Scramble—Enhanced graphics + music
- Time Pilot—Rapid-fire (hold A button) + extra stage "7777 C.C." appears after Stage 5
- Gyras—Enhanced graphics, extra stages + lives
- Ye Ar Kung Fu—Two extra opponents in 1p mode (Bibbo and Ceylan)
- Rush'n Attack—Start with seven lives instead of five + two extra stages appear after Stage 4

#### IRON SO (continued)

Secret Code

Wolf's Fang Peak—GAZE, MED, HAZE, PATH, BONE, TREE, LINK  
Angkor Wat—KURZ, HELL, WEFX, MBMO, HEAR, HIZ, ELIC, CLK, MGLS  
Lacania Island—ROMA, MONK, ABON, TIME, OLIM, LAND, DART  
Teg-Bu Shores Headquarters—MILL, CHECK, STLK, MECH, ARKD, MUSH, SPOK, LTH  
See the credits—ARIA

#### IRON SO (continued)

39 Lives

Highlight "Start Game" at the main menu, hold **R** + **SELECT** and press **A** to begin the game with 39 lives.

Password

Level 1: Kuai—Stitch, Ray Gun, Stitch, UFO, UFO, Stitch, UFO  
Level 2: Tio 1—UFO, Ray Gun, Stitch, Stitch, UFO, Stitch, UFO  
Level 3: Space 1—Stitch, Pineapple, Stitch, UFO, Stitch, UFO, UFO  
Level 4: Junkyard—UFO, Pineapple, Stitch, Stitch, Stitch, Stitch, UFO  
Level 5: Lio 2—Stitch, Ray Gun, UFO, UFO, UFO, UFO, Stitch  
Level 6: Space 2—UFO, Ray Gun, UFO, Stitch, UFO, Stitch  
Level 7: Trans—Stitch, Pineapple, UFO, UFO, Stitch, UFO, Stitch

#### IRON SO (continued)

Cheat Password

L V F R V R D D—Invincibility  
N F T M M D D—Infinite ammo  
L L W P M D D—Have all weapons  
Stage Passwords  
F G H T R M N S—Episode Two: Forest Landing Site

H S D S H S B S—Episode Three: Alien Technology Lab  
M X N M S N G—Episode Four: Rocket Ship  
T H X B X S C K—Episode Five: MB Safe House  
N R T N D W N Y—Episode Six: Halloween in Manhattan

#### IRON SO (continued)

Level Skip

At any time during game play (not while pausing), hold **L** + **R** + **A** and press **Up** to complete the current level. Invincibility

At any time during the game, press **START** to pause. At the pause screen, hold **L** + **R** + **B** and press **Down**; you'll hear a special sound effect to confirm. Now your energy will automatically refill whenever it gets too low. Entering the code again will disable it.

End Level

While at the pause screen, you can return to the level select screen by pressing **L** + **R** + **A**.

#### IRON SO (continued)

Password

Around the House—L R B 3 B  
Don't Look Down—7 Q C 2 8 9

#### IRON SO (continued)

Unlock Beach and Street Courts

At the main menu, select "Season," then select "Password." Next, enter "L H N G D B L B J G I" as your password. The text "Courts Unlocked" will appear briefly at the bottom of the screen.

#### IRON SO (continued)

Secret Items

At the title screen—after the words "PRESS START" appear—press **A**, **B**, **SELECT**, **Up**, **Right**, **Down**; you'll hear a voice say, "Wow, yeah!" To confirm the code, Now you can access two secret teams in Exhibition mode: the Emerson Gages and Team Midway.

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes at the "VST" screen right after you choose your opponent's team. The numbers represent the number of times you have to press the **L**, **B** and **A** buttons respectively in order to change the symbols at the bottom of the screen, followed by the **R** button to confirm. For example, to enter the Infinite Turbo code, press **L** four times, **B** three times, **A** twice, then **R** to confirm the code. You have a limited amount of time before the game starts, so you must enter the codes quickly if you want to use more than one.

4-3-2—Infinite Turbo

1-3-2—Ancient coliseum

2-2-5—Snow stadium

3-1-3—Shadow players



by G.A. Williams  
Riverside, MD



by Tim Mann  
Riverside, MD



by Tim Mann  
Riverside, MD



by Tim Mann  
Riverside, MD

#### NAKED EDDIE'S RACING

**Cheat Code**  
At the main menu, hold the R button and quickly press **START, SELECT, L, SELECT, START**; you'll hear Stimp's say, "Oh, yeah!" If you're fast enough, Now the secret character is unlocked as well as all tracks, cups and difficulty levels.

#### PAW-PATROL COLLECTION

**PlayStation 2** **PlayStation 3** **PlayStation 4** **PlayStation 5**  
SR Y—Stage 10  
MW Y—Stage 20  
WT M—Stage 30  
RM M—Stage 40  
WL C—Stage 50  
TM P—Stage 60  
WT M—Stage 70  
BT S—Stage 80  
BT F—Stage 90  
LS T—Stage 100

#### THE PRINCE OF THE DREAD

**PlayStation 2**  
Choose "Continue" from the main menu, then use the "Enter Password" option to input any of the following codes. Press R at the Options menu to view the Sound Test, Movie Test and View Ending options.  
10 P 3 N 5 N D T 3 5 T 1—Unlock Sound Test  
M 0 V 1 3 P 1 3 5 3 N T 1—Unlock Movie Test  
S H 0 W M 3 3 N D I N G—Unlock View Ending  
D 0 N T H 3 3 D M D N 3 Y—Unlock Boss Mode at Game Start menu

#### PIRATES: THE DREADNAUGHT ADVENTURE

**Unlabeled Continues**  
When you lose your last life and the "Continue" screen appears, highlight the "Continue" option and press R repeatedly. Instead of being reduced by just one, you'll see your remaining continues change to "0", then "9"—but you have to be quick enough to do it before Harry Jr. runs off the screen. Now the number of continues will remain at nine each time you run out of lives.  
**Stage Select**  
At the title screen, wait until the boomers appear, then press L, SELECT, A, SELECT, R, A, L, SELECT; you'll see the name of the first stage ("Forest 1") appear in the center of the screen. Now hold SELECT and use the L and R buttons to choose a starting stage, when you start the game, you'll go directly to the stage you chose. Note: With this code in place, if you press SELECT while the game is paused, you'll be sent back to the title screen.  
**Level Warp**  
With the stage-select code in place as described above, start a game, then hold the SELECT button and you can use the D-pad to move Harry Jr. to any part of the current stage.

#### Infinite Weapons

With the stage-select code in place, you can also refill your weapon supplies at any time during the game if you hold SELECT and press R; you'll see the item counters jump to 99.

#### POYNER ANGLERS TIME FORCE

**PlayStation 2**  
Enter the password "B Q S D" to start the game at the last boss.

#### POWER RANGERS WILD FORCE

**PlayStation 2**  
L M S B T—Ghost Town / Turtle Cove Park  
3 4 S B T—Factory  
M 3 P M B—Turtle Cove Harbor  
N 5 9 8 F—Cruise Ship  
P P S B G—Temple Ruins / Jungle  
7 P 9 C J—Ammanam

#### RAMPAGE PUZZLE ATTACK

**PlayStation 2**  
G J P P M L P T H Q—All stages and characters

#### SAVING PRIVATE RYAN

**Secret Codes**  
At any time during gameplay, press START to pause the game, then enter any of the following codes. After entering a correct code, you'll hear a special sound effect. You will have to exit the current level to see the effects of the "Unlock all levels" code.  
99 Ines—Left, Right, Down, Right, Left, L  
All powers—Down, Left, Right, Left, Up, L  
25 extra rings—R, Up, Left, Right, Left, L  
Infinite Continues  
At the "Continue" screen, press Up, Down, Right, Left, START before the timer expires. If you enter the code correctly, the number of remaining continues will remain the same, you can repeat the code each time you run out of lives to continue indefinitely. Note: This code will not work unless the number of continues remaining is three or less.

#### READY 2 GO! BOWLING ROUNDS 2

**Secret Characters**  
Enter the following codes at the main menu to unlock the three hidden characters:  
• Michael Jackson—Highlight the word "Arcade," then press Left, Left, Right, Right, Left, Right, then L + R simultaneously  
• Rumbleman—Highlight the word "Championships," then press Left, Left, Right, Left, Right, Left, Right, Left, then L + R simultaneously

• Shaquille O'Neal—Highlight the word "Sunset," then press Left, Left, Left, Left, Right, Right, Left, Left, Right, then L + R simultaneously

#### THE REVENUE OF JINX

**PlayStation 2**  
6 7 M - F - N - G - V - A - Y - F - W - Z - 5—Unlock all stages

#### THE RIPPING FRIENDS

**PlayStation 2**  
Choose "Password" from the main menu and press Right, L, Up, Down, R, Left, Left, Right, Left to unlock all levels in one-player, multiplayer and Deathmatch modes.

#### TRIANGLE CASTLE CAPERS

**PlayStation 2**  
Enter the password "I S I R I X S L X C F Z" to begin the game with all six levels accessible

#### THE SCORPION KING

**PlayStation 2**  
Stage Select + Character Select  
At the main menu, select "Continue," then press Down, Down, Right, Up, Right, Up, Right, Down, Down, START. At the stage-select menu, point the arrow to the name of the stage you want to play, then press START to play as Mathias or press SELECT to play as Cassandra.

#### SEGA SHOGUN

**PlayStation 2**  
Eco the Dolphin Cheat Menu  
Start the game and move Eco left and right. Press START to pause while Eco is turning—you have to catch him while he's facing you. Next, press Right, B, R, R, R, Down, R, Up. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more.  
Sonic Spinball: Stage Select  
Choose "Options" from the title screen, then—when the Options menu appears—press L, Down, R, Down, A, Down, L, R, Up, L, A, Up, R, A, Up; you'll hear a fanfare to confirm the code. Now return to the title screen and enter one of the following code:  
• Hold L and press START to warp to the "Lava Powerhouse" stage.  
• Hold R and press START to warp to "The Machine" stage.  
• Hold A and press START to warp to the "Showdown" stage.  
Sonic Symbol: See the Credits  
Choose "Options" from the title menu, then—when the Options menu appears—press A, Up, R, Up, L, Up, A, R, Down, A, L, Down, R, Down; the game's credits will appear.

#### SPIN PALMER'S 3D INDOOR BOWLING

**PlayStation 2**  
Q F 7 J M P 3 N 7 5 C M—All boards and levels unlocked for Shaun Palmer

#### SONIC ADRENALINE

**PlayStation 2**  
Choose "Game Start" from the main menu. At the character-select screen, highlight Sonic, then press Up, Right, Down, Right, L, Right, A, Right, A. You'll hear a chime to confirm that the code is in place. Now you'll be playing as Sonic with Tails following behind you, just like Sonic the Hedgehog 2 on the Sega Genesis.

#### SPIDER-MAN: WISHLAND'S MESSAGE

**PlayStation 2**  
Enter the password "I U V 3 1" to begin the game with all levels unlocked and all items.

#### SPONGEBOB SQUAREPANTS SUPERSPONGE

**PlayStation 2**  
Enter the password "W M B T" to select any level.

#### SPOKE: THE ILLUSTRATED FOR KIDS

**PlayStation 2**  
Cheat Codes  
Select the "Cheat Codes" option from the Team Management menu in Season mode and enter any of the following codes to add all-star players to your roster.  
B E S T B O Y S T R—Michael Quince (B)  
S I K S T A R—Eddie Penn (B)  
B A M S T A R—Riley Wren (S)  
G A M E S T O P—Keith Haber (B)  
S I K P O W E R—Tucumseh Brown (L)  
E B R U L E—Katie Goosin (C)  
G O C I R C U I T—Mark Modesto (C)  
T O Y A U S C O M—Nateo Deman (C)  
T A R G E T P L Y B—George Sticks (P)

#### SPORTS ILLUSTRATED FOR KIDS FOOTBALL

**PlayStation 2**  
Cheat Codes  
Select the "Cheat Codes" option from the Team Management menu in Season mode and enter any of the following codes to add all-star players to your team.  
C I R C U I T F U N—Mark Hanel (C)  
T A R G E T S T A R—Ryan Hunter (B)  
T O U C H D O W N—Sammy Rivera (L)  
B E S T B U Y P W R—Wayne Selby (C)  
R Z O N E S T A R—Hal Church (L)  
E B P L A Y E R—Eddie Brown (L)  
B A M P L Y R—Mac Marshall (R)  
S I K P O W E R—Rob Lewis (R)  
S I K S T A R—Sandy Sanders (R)

#### SPY MUNCHER

**Secret Codes**  
Enter any of the following codes to give your name when creating a new agent file; the corresponding chest will then

## TIPS & TRICKS Reader Art Gallery



by Alan Jackson, Redwoodville, KY



by Brandon Brown, Waverly, OH



by David Selman, Southfield, MI



by Eric White, Burbury, Penn. Bury, SD

be active, but only when using that particular file.

**ED A C R A—Unlock Arcade Mode**  
**S U P E R S P Y—Unlock "Super Agent" difficulty option at mission select menu**  
**B U Y M K D A—Unlock all cheats at System Options menu**  
**Unlock Everything**

**Note:** You must clear all three agent files in order to enter this code. Select the first file and enter your name as "BEST". Next, select the second agent file and enter your name as "GAME". Then select the third agent file and enter "EVER" as your name. Now select the "BEST" save slot and you'll find that Arcade Mode, all of the cheats and all of the missions have been unlocked, including the "Super Agent" missions. Once this code is in place, you may delete the "GAME" and "EVER" agent files if you wish.

**Blood Code**  
During any of the "Eliminate Chicken" stages, press **START** to pause, then press **Left, Left, Right, Right, Left, Left, A** to make the chicken bleed when you hit them. Enter the code again to disable it.

**Clear Cartridge Memory**  
To reset the "Top Agents" high score table in Arcade Mode, press **Up, Down, L, R** at the copyright screen that appears when you first turn the game on. To erase the entire cartridge memory—including all saved game data—press **Left, Left, Right, Left, R** at the copyright screen.

## SPYRO: SEASON OF ICE

**Cheat Codes**

At the title screen—while the words "Press START" are flashing—enter any of the following codes:  
**Down, Up, Down, Left, Right, Up, Left, Up, A**—Stage select (highlight the name of any stage in the Atlas and press **A** to go there)

**Down, Down, Up, Up, Left, Right, Up, Down, A**—Unlock all stages in Practice mode, all mini-games and "Credits" option at the Game Options screen

**Left, Right, Right, Right, Down, Up, Right, Up, A**—99 lives

**Down, Up, Up, Down, Left, Right, Right, Up, A**—Infinite energy in Spira rounds

**Down, Right, Up, Left, Left, Up, Right, Down, A**—Infinite Powerup Shots (b button) in Spira rounds

**Right, Up, Right, Left, Down, Up, Left, Down, A**—Unlock the following special features in Spira rounds:

- Hold **L** and press **SELECT** for all keys
- Hold **Up** and press **SELECT** for shield power-up (L button)
- Hold **Left** and press **SELECT** for rapid-fire Powerup Shots
- Hold **Down** and press **SELECT** for homing Powerup Shots
- Hold **Right** and press **SELECT** for Smart Bomb Powerup Shots

## SPYRO: SEASON OF FLAME

**Infinite Lives**

At the title screen, press **Left, Right, Left, Right, Right, Right, Up, Down, R**. You'll hear a special sound effect after entering the code correctly. Now, when you start a game, your stock of lives will not decrease after you die.

## STAR WARS: THE POWER RATED

**Passwords**

**V C J O X Y X—Level Select for Mace Windu or Darth Maul**  
**V H R B F J—Level Select for Qui-Gon Jinn**

## STAR WARS: THE NEW GROUND ARMY

**Cheat Codes**

Enter any of the following codes at the password menu. An "invalid password" message will appear, but the cheat will still take effect:

- 2 D 4**—Enable stage select (press **L** or **R** at the main menu to choose a stage)
- F R C**—Unlock all force powers
- B I T**—Start with 200 health and force power
- S K Y**—Play as Luke Skywalker
- B T W**—Diagonal control scheme
- L N G**—Unlock "Language" option at Options menu

## STAR X

**Cheat Passwords**

Choose "Start" from the main menu, then select "Password" and enter any of the following codes:  
**G S H A R D**—Invincibility  
**G S O D M D**—Infinite Smart Bombs  
**G S M A X**—Always have max. weapons

## STARFARER: THE ARCADE

**Cheat Codes**

Enter the following codes at the title screen while the words "Press START" are flashing. Note: The codes must be entered very quickly or they won't register.

**Down, Down, Up, Up, Left, Right, Left, Right, R, A**—Unlock all stages in Practice mode, all mini-games and "Credits" option at the Game Options screen

**Left, Left, Right, Right, Down, Down, A**—Blocky graphics with improved flame rate

**Up, Up, Down, Down, Left, Right, Left, Right, R, A**—Display "Nice Try" message

## TACTICS OGRE: THE KNIGHT OF LOGOS

**Music Mode**

At the main menu, select "New Game." When the "Enter Name" prompt appears, enter **MUSIC** on as your name. Instead of starting a game, you'll automatically enter a special mode where you can listen to all of the background music in the game.

## TEEN TITANS

**"Popula" Mode**

Choose "Merrithon" from the main menu, then hold **L** and press **SELECT** at the "Select Game" screen in Merrithon mode. A new option called "Popula!" will appear; this mode features simplistic graphics which are more like the original Titans and does not include the "Ghost Price" feature.

## TEEN TITANS: THE PRO SEATER 2

**Main Menu Cheat**

The following code can be entered at the main menu screen. Each time you enter a code correctly at the screen, the menu wheel will spin and you'll hear a signal to confirm.

- Hold **R**, press **START, A**, **Down, R, A**, **Left, Left, A**, **Down**—Changes all of the blood and grinding "spark" effects to smiley faces (enter the code again to disable it)
- "Paused" Menu Cheats  
Press **START** during a game and you can enter any of the following codes at the "Paused" menu. Each time you enter a code correctly, the screen will shake and you'll hear a signal to confirm.

- Hold **R**, press **Up, Up, Down, Down, Left, Right, Left, Right, R, A**, **START**—Unlock Spider-Man as a playable character
- Hold **R**, press **A**, **START, A**, **Right, Up, Up, Down, Down, Up, Up, Down**—Gives you enough money to unlock all of the game levels

- Hold **R**, press **L, A**, **START, A**, **Right, START, Right, Up, START**—Zoom in and out repeatedly (enter the code again to disable its effects)

- Hold **R**, press **Left, Up, START, Up, Right**—Sets the stage timer to 0:00, ending your run immediately (this code doesn't have any effect in Free Skate mode)

**Additional Cheats:**  
The following codes can be entered either at the main menu or the "Paused" menu:

- Hold **R**, press **R, A**, **Down, A**, **START, START, R, A**, **Right, R**, **Right, A**, **Up, Left**—Unlocks all of the cheats at the Options menu
- Hold **R**, press **R, Left, Up, Down, Left, START, START**—Disable blood effects (enter the code again to turn the blood effects back on)

- Hold **R**, press **Right, A**, **Down, R, A**, **START, Down, A**, **Right, Down**—This code will not work unless you have already unlocked Spider-Man as a playable character. With the code in place, if you play as Spider-Man and do a wall ride, you will continue to move up the wall until you hit the ceiling or the edge of the screen

- Hold **R**, press **R, A**, **Left, Down, R**, **Left, Up, R**, **Up, Left, Left**—All levels 100% complete (this code also unlocks all of the cheats at the Options menu, the two secret characters, and gives you all the money in the game). Note: if you enter this code at the main menu and not the "Paused" screen, you must immediately choose the "Continue Career" option from the Career Mode menu or the code's effects will not appear

## TERMINATOR: EVOLUTION

**Inventory Password**

Enter **K L S B T M T A 6 5** as your Inventory Password to start with lots of weapons and ammo.

**Level Passwords:**

- 6 7 8 K**—Battlefields 2
- 7 7 8 3**—Battlefields 3
- 4 V 2 T**—Battlefields 4
- 7 N R 1**—Abandoned Subway 1
- 7 R O 5**—Abandoned Subway 2
- 2 7 7 4**—Abandoned Subway 3
- 3 S K V**—Abandoned Subway 4
- K V 4 1**—Jungle of Darkness 1
- V O 5 2**—Jungle of Darkness 2
- 3 6 7 8**—Jungle of Darkness 3
- L V 1 5**—Jungle of Darkness 4
- 3 K 2 1**—The Fortress 1
- 9 V L 2**—The Fortress 2
- T V 7 1**—The Fortress 3
- S R T V**—The Fortress 4
- K 6 5 1**—The Final Frontier 1
- 7 5 9 1**—The Final Frontier 2
- 3 6 4 V**—The Final Frontier 3
- T R B N**—The Final Frontier 4

## THE SIMPSONS

**Passwords**

Choose "Continue" from the main menu, then enter any of the following passwords to begin at the stage indicated with these credits.

- F O R E W O R D**—Level 1: Industrial Island
- H A M S T E A K**—Mini-Game: Soup Kitchen Manager
- N I T E T I M E**—Level 1: Industrial Island (Part 2)
- V E N G F U L**—Level 2: The City
- P I N G P O N G**—Mini-Game: Discus Tournament
- D U M P S T A F F**—Level 3: The City
- Y E T I R A F F**—Mini-Game: Lazy Server Fun
- C I T I Z E N S**—Level 4: The Suburbs
- P R O V I D E R**—Mini-Game: Yeti Chicken Rancher
- T O N Y G O L D**—Secret cheat menu

## YOSHIS ISLAND

**SUPER MARIO ADVANCE 3**

**Bonus Stage Menu**

At the stage-select screen, hold the **56-ELT** button and press **L, R, A, R**. A secret menu will appear that allows you to play any of the game's mini-battles.



by Alex Goodwin, Chicago, IL



by Alex Goodwin, Chicago, IL



by Alex Goodwin, Chicago, IL



by Alex Goodwin, Chicago, IL



Codes for use with  
Action Replay V2 Game Enhancers  
(Codes are 100% compatible with  
GameShark 2 brand Game Enhancers)

## PlayStation 2

### Black & Bruised

DE3C7DF2-1B53E9E + E0E11762-CB982F2—  
 (M) Must be on  
 DE71226A-02C50B83—Player 1 infinite health  
 DE71226A-F599883—Player 1 low health  
 DE703D0E-02C50B83—Player 2 infinite health  
 DE703D0E-F599883—Player 2 low health  
 DE97A962-0CA998B4—Infinite round time  
 DE70D2C2-FDC998B3 + DE70D2CE-FDC998B3  
 + DE70D2CA-FDC998B3—Player 1 auto power-up  
 DE70D2C2-FDC998B3—Player 1 power-up  
 level 1  
 DE70D2C2-FDC998B3 + DE70D2CE-  
 FDC998B3—Player 1 power-up level 2  
 DE70D2C2-BCA998B4—Player 1 no power-ups  
 DE70D2CE-BCA998B3 + DE70D2CA-  
 BCA998B3—Player 1 maximum power-up level  
 1  
 DE70D2CA-BCA998B3—Player 1 maximum  
 power-up level 2  
 DE704DEE-FDC998B3 + DE704DEE-FDC998B3 +  
 DE704DEE-FDC998B3—Player 2 auto power-up  
 DE704DEE-FDC998B3—Player 2 power-up  
 level 1  
 DE704DEE-FDC998B3 + DE704DEE-  
 FDC998B3—Player 2 power-up level 2  
 DE704DEE-BCA998B3—Player 2 no power-ups  
 DE704DEE-BCA998B3 + DE704DEE-  
 FDC998B3—Player 2 maximum power-up level  
 1  
 DE704DEE-BCA998B3—Player 2 maximum  
 power-up level 2

### Devil May Cry 2

DE3C7DF2-1B53E9E + E0E11762-CB982F2—  
 (M) Must be on  
 CE47E8A8-BCA998B4—Play as Trish  
 CE47E8A8-BCA998B4—Play as Secretary  
 CE47E8A8-BCA998B3—Play as Dante (Cos-  
 tune 1)  
 CE47E8A8-BCA998B4—Play as Dante (Cos-  
 tune 2)  
 CE47E8A8-BCA998B4—Play as Dante (Cos-  
 tune 3)  
 CE47E8A8-BCA998B3—Play as Lucia (Costume  
 1)  
 CE47E8A8-BCA998B4—Play as Lucia (Costume  
 2)  
 CE47E8A8-BCA998B4—Play as Lucia (Costume  
 3)  
 FE48FA2F-BCA998B3—Can't be touched  
 FE48FA11-BCA998B2—Always SHOWTIME!!  
 CE4865A-BCA998B3—Maximum health  
 DE60E5E-E3B8C292—Infinite health  
 CE48F82B-BCA998B4—Infinite jump  
 DE48F80C-E3B8C292—Maximum Devil Trigger  
 FE48F80C-BCA998B3—Infinite Devil Trigger  
 FE48F80C-BCA998B2 + CE47E8C-BCA998B4 +  
 CE47E8C-BCA998B4—All guns  
 FE48F80C-BCA998B2 + CE47E8C-BCA998B4—  
 All words

FE48F80C-BCA998B7—Maximum  
 handgun/daggers  
 FE48F80C-BCA998B7—Maximum submachine  
 gun/darts  
 FE48F80C-BCA998B7—Maximum  
 shotgun/trunk bomb  
 FE48F80C-BCA998B7—Maximum missile  
 launcher/bow gun  
 FE48F80C-BCA998B7—Maximum  
 rebellion/cutscene level  
 FE48F80C-BCA998B7—Maximum  
 mercless/loyalty level  
 FE48F80C-BCA998B7—Maximum  
 vendetta/zambak level  
 DE47E826-BC8BDDC2—Maximum Red orbs  
 DE47E82A-BCA998B7—Maximum Blue orbs  
 FE47E829-BCA998B6—Maximum Yellow orbs  
 DE47E824-88A9A82 + CE47E84E-  
 88A9A82—All item files  
 DE47E84E-88A9A82 + CE47E84E-  
 88A9A82—All enemy files  
 FE47E837-BCA998B6—Vital Stars large  
 FE47E836-BCA998B6—Vital Stars small  
 FE47E831-BCA998B6—Devil Stars large  
 FE47E830-BCA998B6—Devil Stars small  
 FE47E833-BCA998B6—Holy Star  
 FE47E823-BCA998B6—Small of Fear  
 FE47E8D5-BCA998B4—Have Iron key  
 FE47E8D5-BCA998B3—No Iron key  
 FE47E8D4-BCA998B4—Have Gate key  
 FE47E8D4-BCA998B3—No Gate key  
 FE47E8D7-BCA998B4—Have Evilheart  
 FE47E8D7-BCA998B3—No Evilheart  
 FE47E8D6-BCA998B4—Have Sacrilege  
 FE47E8D6-BCA998B3—No Sacrilege  
 FE47E8D1-BCA998B4—Have Arcana Spada  
 FE47E8D1-BCA998B3—No Arcana Spada  
 FE47E8D0-BCA998B4—Have Arcana Calce  
 FE47E8D0-BCA998B3—No Arcana Calce  
 FE47E8D3-BCA998B4—Have Arcana Medaglia  
 FE47E8D3-BCA998B3—No Arcana Medaglia  
 FE47E8D2-BCA998B4—Have Arcana Bastone  
 FE47E8D2-BCA998B3—No Arcana Bastone  
 FE47E83C-BCA998B4—Aquaheart amulet  
 FE47E83F-BCA998B4—Aquaheart amulet  
 FE47E83E-BCA998B4—Flameheart amulet  
 FE47E839-BCA998B4—Flameheart amulet  
 FE47E838-BCA998B4—Frothheart amulet  
 FE47E83B-BCA998B4—Electroheart amulet  
 FE47E83A-BCA998B4—Chronoheart amulet  
 FE47E835-BCA998B4—Healingheart amulet  
 FE47E834-BCA998B4—Offenceheart amulet  
 FE47E822-BC8BDDC2—Maximum total orbs  
 DE47E81E-BCA998B4 + DE47E81A-  
 BCA998B6—Low total time  
 DE47FC06-BCA94C33—Stop the countdown  
 DE47E8A8-BCA998B3 + DE47E8A8-  
 BCA998B3—Level 9999-BLOODY PALACE  
 DE47BDDC-C19E7B2—Maximum enemies  
 killed  
 DE47BDDC-C19E7B2—Maximum bonus  
 CE47E94C-BCA998B6—Load game for charac-  
 ter and mode select  
 FE47E8A8-BCA998B2—Load game for all  
 characters  
 CE47BDD8-BCA9AD92 + CE47BDDA-  
 BCA9AD95—Load game for all missions (disc  
 1)  
 CE47BDD8-BCA9AD92 + CE47BDDA-  
 BCA9AD95—Load game for all missions (disc  
 2)  
 FE47E40A-BCA998B3—\$ Rank after mission:  
 Time  
 FE47E415-BCA998B3—\$ Rank after mission:  
 Orbs  
 FE47E414-BCA998B3—\$ Rank after mission:  
 Style  
 FE47E417-BCA998B3—\$ Rank after mission:  
 Damage  
 FE47E413-BCA998B3—\$ Rank after mission:  
 Devil Hunter  
 FE47E45B-BCA998B4—Overall \$ Rank: Mission  
 1 (normal)  
 FE47E45B-BCA998B4—Overall \$ Rank: Mission  
 2 (normal)

FE47E45A-BCA998B4—Overall \$ Rank: Mis-  
 sion 3 (normal)  
 FE47E45B-BCA998B4—Overall \$ Rank: Mission  
 4 (normal)  
 FE47E45A-BCA998B4—Overall \$ Rank: Mission  
 5 (normal)  
 FE47E45B-BCA998B4—Overall \$ Rank: Mission  
 6 (normal)  
 FE47E45A-BCA998B4—Overall \$ Rank: Mission  
 7 (normal)  
 FE47E45B-BCA998B4—Overall \$ Rank: Mission  
 8 (normal)  
 FE47E45A-BCA998B4—Overall \$ Rank: Mission  
 9 (normal)  
 FE47E45B-BCA998B4—Overall \$ Rank: Mission  
 10 (normal)  
 FE47E45A-BCA998B4—Overall \$ Rank: Mission  
 11 (normal)  
 FE47E45B-BCA998B4—Overall \$ Rank: Mission  
 12 (normal)  
 FE47E45A-BCA998B4—Overall \$ Rank: Mission  
 13 (normal)  
 FE47E45B-BCA998B4—Overall \$ Rank: Mission  
 14 (normal)  
 FE47E45A-BCA998B4—Overall \$ Rank: Mission  
 15 (normal)  
 FE47E45B-BCA998B4—Overall \$ Rank: Mission  
 16 (normal)  
 FE47E45A-BCA998B4—Overall \$ Rank: Mission  
 17 (normal)  
 FE47E45B-BCA998B4—Overall \$ Rank: Mission  
 18 (normal)  
 FE47E45A-BCA998B4—Overall \$ Rank: Mission  
 19 (normal)  
 FE47E45B-BCA998B4—Overall \$ Rank: Mission  
 20 (normal)  
 FE47E45A-BCA998B4—Overall \$ Rank: Mission  
 21 (normal)  
 FE47E45B-BCA998B4—Overall \$ Rank: Mission  
 22 (normal)  
 FE47E45A-BCA998B4—Overall \$ Rank: Mission  
 23 (normal)  
 FE47E45B-BCA998B4—Overall \$ Rank: Mission  
 24 (normal)  
 FE47E45A-BCA998B4—Overall \$ Rank: Mission  
 25 (normal)  
 FE47E45B-BCA998B4—Overall \$ Rank: Mission  
 26 (normal)  
 FE47E45A-BCA998B4—Overall \$ Rank: Mission  
 27 (normal)  
 FE47E45B-BCA998B4—Overall \$ Rank: Mission  
 28 (normal)  
 FE47E45A-BCA998B4—Overall \$ Rank: Mission  
 29 (normal)  
 FE47E45B-BCA998B4—Overall \$ Rank: Mission  
 30 (normal)

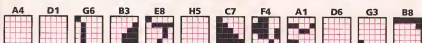
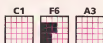
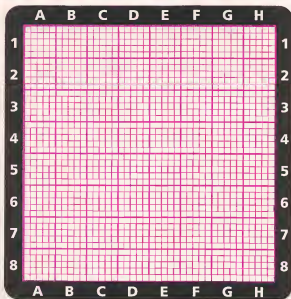




# TIPS & TRICKS

Grab a pencil and get ready to unlock the secret images in our monthly feature: *Tips & Tricks Pencil Puzzles*! Every issue will include two puzzles featuring your favorite video-game characters. It's up to you to put the pieces together and figure out what the pictures are! Follow the instructions on the next page to reveal the hidden images. It's easy; you don't need math skills and you don't have to be a great artist. If you can fill in a square, you can unlock the mystery!

## Pencil Puzzles



# Directions

## STEP 1



Pick one of the squares and examine its coordinates.

## STEP 2



Find the spot on the large grid with these coordinates.

## STEP 3

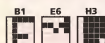
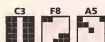
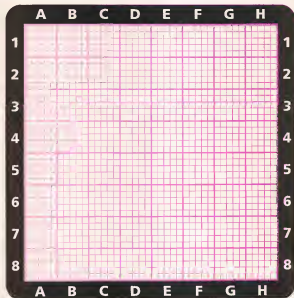
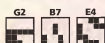
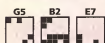
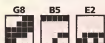


Fill in the squares on the grid the same way.

## STEP 4



Repeat the process until the secret picture is revealed!



# Pencil Puzzles



# HINT HOTLINES

SORRY, SARGE, BUT  
TIPS & TRICKS DON'T GIVE OUT  
CODES OVER THE PHONE!



If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

- 1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.
- 2) Check this page to see if that company has a tip hotline that you can call for advice!
- 3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.
- 4) As a last resort, if the game you're having trouble with is made for a Nintendo system like the GameCube or Game Boy Advance, try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.
- 5) Whatever you do, DON'T call Tips & Tricks! We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.

## 3DO

1-900-CALL-3DO (1-900-225-5436)  
HOURS: Monday through Friday,  
9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard  
Time)  
COST: \$5/minute

## 800 STUDIOS

1-900-933-SONY (U.S.)  
1-900-451-5357 (Canada)  
HOURS (U.S.): Monday through Friday 6 to 5 PM Pa-  
cific Standard Time for live assistance, 24 hours for  
automated help  
(Canada): 24-hour automated information  
COST (U.S.): \$5/minute automated, \$14/minute live,  
\$6.95 to \$16.95 for tips by mail, \$5 to \$20 for card  
recharge  
(Canada): \$15/minute for automated hints

## ACCLAIM

1-900-487-TIPS (1-900-407-4477)  
HOURS: [unknown]  
COST: \$5/minute

## ACTIVISION

1-900-489-4483 (U.S.)  
1-900-451-4849 (Canada)  
HOURS: Monday through Friday,  
9 AM to 5 PM Pacific Standard Time (excluding half-  
days)  
COST (U.S.): \$9/minute  
(Canada): \$14/minute

## AGTEC, INC.

1-800-288-ASAC (1-900-288-2724)  
HOURS: 24 hours a day, 365 days a year  
COST: \$5/minute

## AMERICAN SOFTWARE CORP.

1-900-CALL-ASC (1-900-225-5272)  
HOURS: 24 hours a day  
COST: \$5/minute

## ATLUS SOFTWARE

1-900-CALL-ATL (1-900-225-5255)  
HOURS: [unknown]  
COST: \$5/minute or \$1.25/minute for live assistance

## CAPCOM

1-900-578-3343 (U.S.)  
1-900-477-2272 (Canada)  
HOURS: Monday through Friday,  
8:30 AM to 5 PM (Pacific Standard Time)  
COST (U.S.): \$9/minute for 24-hour pre-recorded in-  
formation, \$1.35/minute for live help  
(Canada): \$1.35/minute

## ORION ENTERTAINMENT

1-900-923-4488 (U.S.)  
1-900-477-4488 (Canada)  
HOURS: [unknown]  
COST (U.S.): \$5/minute  
(Canada): \$15/minute

## DREAMWORKS INTERACTIVE

1-900-458-GAME (1-900-458-4285)  
HOURS: 24 hours a day, 365 days a year  
COST: \$5/minute

## BIDS

1-900-773-4367 (U.S.)  
1-900-642-4367 (Canada)  
HOURS: 24 hours a day  
COST: \$9/minute

## ELECTRONIC ARTS

1-900-218-HINT (1-900-288-4466)  
1-900-451-4873 (Canada)  
COST (U.S.): \$5/minute  
COST (Canada): \$1.15/minute

## FOX INTERACTIVE

1-900-CALL-FOX (1-900-225-5436)  
HOURS: [unknown]  
COST: \$5/minute

## GT INTERACTIVE

1-900-CALL-GT (1-900-225-5266)  
HOURS: [unknown]  
COST: \$5/min

## INFOGRAMS

1-900-454-HINT (1-900-454-4466)  
HOURS: [unknown]  
COST: \$9/minute

## INTERACT GAMESHARK COOLLINE

1-900-773-7427 (U.S.)  
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**March 2000** *Jackie Chan Stuntmaster*, *Misadventures of Tron Bonne*, *Crazy Taxi*, *The New Adventures of Mary Kate & Ashley*, *Jojo's Venture*, *Onokey Kong 64*, *Gran Turismo 2*

**April 2000** *Pokemon Stadium (Part 1)*, *Die Hard Trilogy 2*, *Dead or Alive 2*, *Ace Combat 3: Armed Core*, *Master of Arena*

**May 2000** *Spyder Fitter 2*, *Cho Cho Rocket!*, *Strikers 1945 Plus*, *Front Mission 3 (Part 1)*, *Pokemon Stadium (Part 2)*

**June 2000** *Resident Evil Code Veronica*, *Mt. Driller*, *I-Spy: Operation Espionage*, *Front Mission 3 (Part 2)*, *Pokemon Stadium (Part 2)*

**September 2000** *Chrono Cross*, *Kirby 64: The Crystal Shards*, *Marvel vs. Capcom 2 (Part 2)*, *Seaman*, *Kylee's Profile*, *Tokyo Xtreme Racer 2*

**October 2000** *Sprinter Man*, *Ultimate Fighting Championship*, *Incredible Crisis*, *Street Fighter III: 3rd Strike*, *Euro Battle 64*

**November 2000** *Capcom vs. SNK (Part 1)*, *Ridge Racer V*, *Eternal Ring*, *Armored Core 2*, *Army Men: Sarge's Heroes 2*, *Tony Hawk's Pro Skater 2*, *The End*

**Tips & Tricks** *Pokemon Report: Special* *Pokemon* issue with exclusive feature on

the creators of *Pokemon*, plus strategy guides for *Pokemon Stadium*, *Pokemon Trading Card Game*, *Pokemon Snap* and *Pokemon Yellow*

### 2001

**January 2001** *Gundam Battle Assault*, *Shenmue*, *Snapper's Run*, *WWF No Mercy*, *RC de G1*, *Driver 2*

**February 2001** *Mega Man X5*, *Scooby-Doo! Classic Creep Capers*, *Theme Park Roller Coaster*, *Bayo-Tensei*, *Dragon's Lair*, *Razer Freestyle Scooter*, *The King of Fighters '99*, *The Grid*

**March 2001** *Star Wars Episode I: Battle for Naboo*, *The Boomer*, *Project Justice*, *Blaster Master: Blasting Again*, *Phantasy Star Online*

**April 2001** *Dance Dance Revolution*, *Paper Mario (Part 1)*, *Metakill X*, *Onimusha Warlords*

**May 2001** *Zone of the Enders*, *Metal Gear Solid 2*, *Final Edition*, *Daytona USA*, *Paint Blank 3*, *HBA Heaps*, *Paper Mario (Part 2)*

**June 2001** *The Simpsons Wrestling*, *Oz: Mario 64*, *Star Wars: Super Bombad Racing*, *Pokemon Stadium 2 (Part 1)*, *18 Wheeler: American Pro Truckster*, *Time Crisis: Project Titan*

**July 2001** *Crazy Taxi 2*, *Maine Party 3*, *Mat Hoffman's Pro BMX*, *MTV Music Generator 2*, *Castlevania: Circle of the Moon*, *Pokemon Stadium 2 (Part 2)*

**August 2001** *World's Scariest Pellet*, *Clashes*, *Gran Turismo 3: A-Spec*, *Bloody*

*Rear 3*, *Sports Jax*, *CART Fury*, *Championship Racing*

**September 2001** *Klonoa 2: Lunatic's Veil*, *Seic Adventure 2 (Part 1)*, *Escape From Monkey Island*

**October 2001** *Madden NFL 2002*, *Pokemon Crystal*, *Power Shovel*, *Some Adventure 2 (Part 2)*

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**December 2001** *Dragon Warrior VII (Part 1)*, *Time Crisis II*, *Bahamut: Vengeance*

### 2002

**January 2002** *Leg's Mission*, *Edworld*, *Munch's Rodeos*, *Sagami vs. SNK 2*, *Mega Man Battle Network*, *Dragon Warrior VII (Part 2)*

**February 2002** *Super Smash Bros. Melee*, *WWF Smackdown! "Just Bring It."*, *Metal Gear Solid 2*, *Shrek*

**March 2002** *Maximo: Ghosts to Glory*, *Mega Man X8*, *Pokémon*, *Star Wars: Obi-Wan*

**April 2002** *Star Wars Racer Revenge*, *Fatal Frame*, *Jet Set Radio Future*, *Smashing Drive*

**May 2002** *Virtua Fighter 4*, *Sega Soccer Slam*, *Rollercoaster Challenge*, *Myster*, *Mosquito*, *Bleedy Heart: Prisoner's Fury*

**June 2002** *Spyder-Man*, *Resident Evil: GUNVOLTAGE*, *Headwinder*, *The Italian Job*

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**October 2002** *Super Mario Sunshine (Part 1)*, *Onimusha 2*, *Samurai's Destiny*, *Torok*, *Evolution*, *Castlevania: Harmony of Dissonance*

**November 2002** *Gundam: Federation vs. Zeon Rebuilds*, *Satellite*, *Kingpin Hearts*, *Super Mario Sunshine (Part 2)*

**December 2002** *Ratchet & Clank: Star Fox Adventures*, *Slam: The Time Sweeper*, *Shenai*

### 2003

**January 2003** *Tony Hawk's Pro Skater 4*, *Melroid Prime*, *R.A.G.: Robot Alchemist*, *Drive*, *Tom Clancy's Splinter Cell*, *Star Trek: Voyager*

**February 2003** *Dragon Ball Z: Budokai*, *Resident Evil Zero*, *Mortal Kombat: Deadly Alliance*, *007: Nightfire*

**March 2003** *War of the Monsters*, *Phantasy Star Online Episode 1 & II*, *Power Rangers*, *Disaster Report*, *Sally Bear X2*

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Greetings, sports fans, and welcome to the **Tips & Tricks** sports section! In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

# TIPS & TRICKS

# SPORTS DESK

by Anatole Brown

Super Bowl Weekend saw the Tampa Bay Buccaneers walk away with the Lombardi trophy, thanks to their relentless, hard-nosed defense. Dwight Freney of the Indianapolis Colts was another proud winner in San Diego that weekend, as he crushed his way to becoming the 9th



Dwight Freney vs. Sammy Knight

Annual EA Sports Madden Bowl tournament winner. Every year during Super Bowl weekend, EA Sports holds a single-elimination Madden tournament for NFL players. The winner gets to have a picture of himself holding the Madden trophy included in the next year's version of the Madden video game. This year, the event was co-hosted by Bill Belichick (star of the Fox TV show *Fastlane*) and Shannon Sharpe of the Denver Broncos. Dwight Freney, rookie defensive linebacker for the Colts, took a page right out of the Buc's playbook and dished out three complete shutouts on his way to the top! Freney beat Sammy Knight

of the New Orleans Saints 10-0 in the final showdown. Oddly enough, Freney played as the New York Jets while Knight played as the Philadelphia Eagles rather than playing as their own teams! Freney claims that he's an expert at Madden and that he's been playing the game

since the series first started on the Sega Genesis. Justin Cohen, winner of the national EA Sports Madden Challenge (see Sports Desk, March), also got to attend and was seen giving tips to NFL players on how to dominate in the game. Plenty of celebrities and NFL players came by just to hang out and engage in endless trash-talk about how great they are in Madden.



Freney gets the Madden trophy from the man himself!

The EA Sports Madden Bowl has become one of the biggest pre-game events during the Super Bowl and will probably only get bigger as NFL players sharpen their video-game skills!

**EA SPORTS MADDEN BOWL SAN DIEGO 2002**

**Winner: Dwight Freney**

<b>Shannon Sharpe</b> Denver Broncos Bill Belichick New England Patriots Kevin Brown Atlanta Falcons Reggie Miller Indiana Pacers Kevin Smith Dallas Mavericks Mike Myers National Hockey League Mike Myers National Hockey League	<b>Justin Cohen</b> EA Sports Madden Challenge Winner EA Sports Madden Challenge Winner EA Sports Madden Challenge Winner EA Sports Madden Challenge Winner EA Sports Madden Challenge Winner EA Sports Madden Challenge Winner EA Sports Madden Challenge Winner EA Sports Madden Challenge Winner EA Sports Madden Challenge Winner EA Sports Madden Challenge Winner EA Sports Madden Challenge Winner
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## Winning Eleven 6



The best-selling PlayStation 2 game in Japan last year was not *Grand Theft Auto: Vice City*, but *Winning Eleven 6* by Konami. Thanks to the Korea/Japan 2002 FIFA World Cup

last year, soccer fever was ripping through the nation and Konami's soccer game was considered to be the closest to the real thing. Finally, *Winning Eleven 6* makes its way to the U.S., where soccer is still a relatively underappreciated sport and the game probably won't turn heads like it did in Japan or Europe.

Nevertheless, *Winning Eleven 6* is an excellent soccer game with some of the deepest features we've ever seen in a soccer title. The game boasts 54 national teams and 40 club teams, all with licensed players. Each player has more than just the standard pass, shoot and dribble moves. With passing moves alone you have short pass, long pass,



through pass, centering, early cross, 1-2 pass and manual passing. Players can also "feint" while dribbling to fake out their opponents before getting slide-tackled. Pulling off some of these more advanced moves during a game will require some investment of time within the Tutorial mode since they are not easy to do. Also,

some of the more complex maneuvers, like Dash Dribbling and Feinting, require the use of the D-pad rather than the analog stick. Of course, inexperienced players can use the analog stick to play the game, but you won't be getting nearly as much out of the game as you would with the D-pad. *Winning Eleven 6* is really for people who want to play an entire season rather than just a single game; the focus is on improving your team over the course of many games. You can take any of

your players and improve their stats by training in the UMBRO Pro Training Center, where your player will test his skills in six different mini-games. Teams will also work to gain better chemistry between teammates as they get better at passing and playing team defense. *Winning Eleven 6* is a remarkable soccer game with incredible attention to detail, but the game may be way too complex for a simple match between friends. If you're a true soccer fanatic, however, this game has a deep single-player experience that will have you playing for months.

your players and improve their stats by training in the UMBRO Pro Training Center, where your player will test his skills in six different mini-games. Teams will also work to gain better chemistry between teammates as they get better at passing and playing team defense. *Winning Eleven 6* is a remarkable soccer game with incredible attention to detail, but the game may be way too complex for a simple match between friends. If you're a true soccer fanatic, however, this game has a deep single-player experience that will have you playing for months.





## World Tour Soccer 2003



World Tour Soccer 2003 is possibly the finest sports game to come out of 989 Sports.

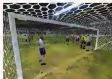
Developed by Sony's London Studios, World Tour

Soccer 2003 is an easy game to pick up and play, but also offers plenty of challenge for the biggest soccer fan. The game has an unbelievable roster of over 700 teams from all over the world, plus international club teams like Manchester, Leeds and Liverpool. In addition to current teams, legendary classic

teams of the past can be played in the Timewarp Cup and Timewarp League modes. 13,500 players have been licensed for the game, each with his own recognizable facial textures. In fact, the graphics in World Tour Soccer 2003 are so astonishing that soccer fans will have no problem

identifying their favorite players. The game-play is super smooth, lending itself to a more fast-paced match without

too much of the back-and-forth that bogs down many soccer games. Penalty calls are not as severe, thus encouraging a more contact-driven game with plenty of slide-tackling and goal-saving maneuvers. Goalies will even sacrifice themselves by diving into a crowd of legs to save the ball! There are plenty of hidden teams, stadiums and cheats to unlock as you fill the trophy cabinet with one of 49 available trophies. World Tour Soccer 2003 is highly recommended for both casual and hardcore soccer fans alike.



## Little League Baseball 2002



NewKidCo's Little League Baseball 2002 is a competent Game Boy Advance entry from developer Handheld Games, which had previously developed Triple Play 2001 for the Game Boy Color and is currently work-



ing on the GBA version of Midway's MLB Slugfest 20-04. 22 teams are available—including five U.S. clubs and international teams from Mexico, Japan, Costa Rica and more—with 10 different stadiums to choose from. The list of interesting options pretty much ends there, though. The game includes no multi-

player options and no real league play; the "World Series" mode is nothing more than two games (a playoff game and a final), both played in the real-life home of the Little League World Series,

Williamsport, Pennsylvania. Fielding is imprecise—though there's an auto-fielding option that can be turned on—and the batter/pitcher interface is extremely sim-



plified; there's even a "tee-ball" difficulty setting that eliminates pitching altogether. Much of the action has been streamlined to the point where there's very little strategy or excitement involved. For example, home runs are heralded by a celebration screen that appears immediately after the batter makes contact; you don't even get the suspense of watching the ball leave the infield and wondering if it's going to clear the fence. In case you haven't guessed, this is definitely baseball



"lite," best suited for the very young. Which is a shame, because if there's an audience for cute, little-kids' baseball on the Game Boy Advance, Infogrames' Backyard Baseball has already got it covered...and with real teams, real players and multiplayer, even! This is the first officially-licensed Little League Baseball game we've seen since SNK released Little League Baseball Championship Series for

the NES back in 1990; its unfortunate that this new game doesn't have the same authentic and fun feel as that gem from the creators of Baseball Stars. If you've seen how skilled and driven the players are in the real-life Little League World Series, you'd have to agree that they deserve a better game to represent their contribution to baseball.



## 989 Sports Locker Room Challenge



Stephen Marbury and Amare Stoudemire

Sony's 989 Studios set up a mock locker room at the recent NBA All-Star 2003 Weekend in Atlanta, Georgia. Those lucky folks participating in the NBA All-Star festivities were able to sample NBA ShootOut 2003 for the PlayStation 2 at the 989 Sports Locker Room Challenge. Phoenix Suns teammates Amare Stoudemire and Stephen Marbury came by to play each other. Marbury had a few things to teach his rookie teammate as he rounched Stoudemire for a chance to play against an NBA fan. Amare Stoudemire wowed the crowd with some rim-shattering dunks during the Slam Dunk contest, while Stephen Marbury displayed his smooth point guard skills in the new 989 Sports Skills Challenge. The 989 Sports Skills Challenge, a mini-course that tests point guard skills like passing and dribbling, will most likely become a regular event at the annual NBA All-Star game. This year's winner was Jason Kidd of the New Jersey Nets.





# HARD CORE

by Pat Reynolds

Hard Core is dedicated to the art of designing—and effectively using—the giant mechanical battle machines known as Cores in AgeTec's *Armored Core 3* for the PlayStation 2. If you have an *Armored Core 3* Core design you'd like to see featured here, send a list of the specs, the color scheme and a brief description to *Tips & Tricks Hard Core*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. You can also submit your designs online at [www.game-hits.com](http://www.game-hits.com); click on "Forums" and select the "Tips & Tricks AC Submissions" forum. Note: Overweight designs are allowed; however, you must explain why you chose to go overweight, what advantages it gives your Core and how you'd play the Core in Versus matches.

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[www.game-hits.com](http://www.game-hits.com)

## NIGHTBLADE II



Designed by  
D.J. Pierce of  
Hagerstown,  
Indiana

### • PARTS

Head	CHD-SKYEYE
Core	CCL-01-NER
Arms	CAL-44-EAS
Legs	CMH-STIFF
Booster	CBT-FLEET
FCS	VREX-FIND-B
Generator	CGP-ROZ
Radiator	RMH-ICKLE
Inside	MWI-DD/20 Decoy Dispenser
Extension	CWEM-R20 Relation Missile
Back Unit R	MWM-DM24/1 Dual Missile
Back Unit L	CWC-GNS-15 Grenade Launcher
Arm Unit R	MWG-KARASAWA Laser Rifle
Arm Unit L	CLB-L5-2551 Laser Blade
Optional Parts	OP-INTENSIFY

Arm Unit L  
Optional Parts

### • COLOR SCHEME (GENERAL)

Base	Red: 0, Green: 0, Blue: 100
Rid	Red: 0, Green: 0, Blue: 0
Optional	Red: 100, Green: 100, Blue: 0
Detail	Red: 0, Green: 200, Blue: 0
Joint	Red: 0, Green: 0, Blue: 0

### • SPECS

Armor Points	8252
Weight	9450
Surplus EP	3349
Price	874200
Offensive Point	6870
Defensive Point	3049
Stability	4753
Mobility	Moving: 755, Turning: 107, Rising: 2240
Cooling Efficiency	6584
Support System	Radar: 225, Sensor: 300, FCS: 3362

D.J. has had a Core design featured here in the past, but when he submitted two Cores, one designed by him and the other by his father, and asked our expert AC3 players to pit them against each other in a grudge match, I knew I had to include them here. D.J.'s Nightblade II kicks off an all-heavyweight edition of *Hard Core*. It features the Karasawa laser rifle, a weapon that has been weakened with each new version of the game. Although it's still a powerhouse weapon, its attack speed has been reduced and it's now easier than ever for lightweight Cores to avoid the shot. Nightblade II adds more power to its arsenal with the grenade launcher and missiles, plus the OP-INTENSIFY part to make it all work. This is a decent Core, but lightweight with machine guns could give it a lot of trouble.

### • GRADE: GREAT



## SHOVELHEAD



Designed by  
Dan Pierce of  
Hagerstown,  
Indiana

### • PARTS

Head	MHD-MX/RACHIS
Core	MCH-MX/GRP
Arms	CAH-22-NIX
Legs	CLC-D3TA
Booster	N/A
FCS	VREX-ND-2
Generator	CGP-ROZ
Radiator	RGI-KD99
Inside	MWI-DD/20 Decoy Dispenser
Extension	KWEL-SILENT Anti Missile
Back Unit R	CWC-CNG-300 Chain Gun
Back Unit L	CWC-GNL-15 Grenade Launcher
Arm Unit R	MWG-KARASAWA Laser Rifle
Arm Unit L	KLB-TL5/SOL Laser Blade
Optional Parts	OP-INTENSIFY

Arm Unit R  
Arm Unit L  
Optional Parts

### • COLOR SCHEME (GENERAL)

Base	Red: 175, Green: 75, Blue: 0
Rid	Red: 0, Green: 0, Blue: 0
Optional	Red: 0, Green: 0, Blue: 0
Detail	Red: 175, Green: 75, Blue: 0
Joint	Red: 0, Green: 0, Blue: 0

### • SPECS

Armor Points	9656
Weight	11758
Surplus EP	3851
Price	754700
Offensive Point	8448
Defensive Point	3791
Stability	10430
Mobility	Moving: 250, Turning: 117, Rising: 1314
Cooling Efficiency	8979
Support System	Radar: 390, Sensor: 250, FCS: 4210

D.J.'s father Dan rounds out the Pierce family Core designs for this month. Shovelhead is a tank design, also using the Karasawa rifle but adding to the punch with a back-mounted chain gun. Although the tank treads slow the Core down, the chain gun allows it to track and hit fast opponents better than the slower Karasawa and grenade launcher, which should be used for slow or stopped enemies. Shovelhead comes equipped with some good deterrent parts as well—send out decoys and turn on the anti-missile extensions to keep the heat off and force your opponent to waste some ammunition.

### • GRADE: EXCELLENT





Designed by  
Jeff A. Jackson  
of Butler,  
Pennsylvania

#### • PARTS

Head	CHD-04-YV
Core	MCM-MX-002
Arms	CAL-44-EAS
Legs	MLH-SS-RS
Booster	CBT-FLEET
FCS	PLS-ROA
Generator	CGP-ROZ
Radiator	RGI-KD99
Inside	CWI-FM-50 Floating Mine
Extension	MES-SS/1441 Side Shield
Back Unit R	CWM-TITAN Large Missile
Back Unit L	MRL-SS/SPHERE Radar
	CWG-SRF-80 Sniper Rifle
	KWG-HZL-50 Howitzer
Optional Parts	OP-5-SCR, OP-E/SCR, OP-S/TAB, OP-E/CND, OP-ECMP, OP-L-AXL, OP-L-BRK, OP-E/RT, OP-M/AV

#### Arm Unit R

#### Arm Unit L

Optional Parts OP-5-SCR, OP-E/SCR, OP-S/TAB, OP-E/CND, OP-ECMP, OP-L-AXL, OP-L-BRK, OP-E/RT, OP-M/AV

#### • COLOR SCHEME (GENERAL)

Base	Red: 150, Green: 150, Blue: 145
Rid	Red: 100, Green: 110, Blue: 110
Optional	Red: 94, Green: 163, Blue: 200
Detail	Red: 90, Green: 115, Blue: 150
Joint	Red: 60, Green: 60, Blue: 60

#### • SPECS

Armor Points	8798
Weight	9964
Surplus EP	3805
Price	972200
Offensive Point	10708
Defensive Point	3407
Stability	7878
Mobility	Moving: 148, Turning: 106, Rising: 2147
Cooling Efficiency	9037
Support System	Radar: 2320, Sensor: 550, FCS: 2285

Air-Razor has an interesting combination of long-range attack ability and the devastating power of the CWM-TITAN large missile. The back-mounted radar extends the reach of the sniper rifle, while the TITAN will keep your opponent's running for cover. You get four shots with this weapon, but a couple of direct hits will usually spell the end for an opponent's Core. As a backup weapon for when an enemy gets inside the optimum range of the sniper rifle or TITAN, Air-Razor can dish out some more pain with the short-range howitzer.

#### • GRADE: EXCELLENT



Designed by  
Ron Sansoude of  
De Soto, Missouri

#### • PARTS

Head	MHD-SS/CRUST
Core	COH-OV-1K5
Arms	MAH-SS/CASK
Legs	CLC-D3TA
Booster	N/A
FCS	VREX-FIND-8
Generator	CGP-ROZ
Radiator	RGI-KD99
Inside	MWI-RC/30 ECM Rocket
Extension	KEEP-MALUM Energy Pack
Back Unit R	MRL-SS/SPHERE Radar
Back Unit L	CWC-CNG-300 Chain Gun
Arm Unit R	CWG-BZ-50 Bazooka
Arm Unit L	KES-ES/MIRROR Energy Shield
Optional Parts	OP-5-SCR, OP-E/SCR, OP-E/CND, OP-E-LAI

#### • COLOR SCHEME (GENERAL)

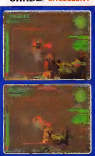
Base	Red: 32, Green: 90, Blue: 10
Rid	Red: 50, Green: 50, Blue: 40
Optional	Red: 40, Green: 60, Blue: 40
Detail	Red: 180, Green: 80, Blue: 30
Joint	Red: 90, Green: 70, Blue: 60

#### • SPECS

Armor Points	9955
Weight	11256
Surplus EP	3527
Price	978800
Offensive Point	1948
Defensive Point	4303
Stability	10430
Mobility	Moving: 710, Turning: 117, Rising: 1373
Cooling Efficiency	9531
Support System	Radar: 2320, Sensor: 550, FCS: 3362

Of his tank-Core Watchdog, designer Ron says, "Against some cores, you know you will win even before the match starts; just let them shoot you until they run out of ammo, laughing all the while behind your shield." This is not an exaggeration. With nearly 10,000 armor points and the energy shield backing it up, light-weight Cores could very well throw their entire armament into Watchdog and spend the rest of the battle on the run. The energy pack extensions help keep the e-shield up and running longer than normal, and since all of Watchdog's weapons use solid ammo, the shield is the only drain on energy (aside from boosting).

#### • GRADE: EXCELLENT



## ARMORED CORE 3 Grudge Match

Core	Round 1	Round 2	Round 3	Round 4
Nightblade II	Loss	Loss	Win	Loss
Shovelhead	Win	Win	Loss	Win

Dan and D.J. Pierce are a father-and-son Armored Core 3 team from Indiana. D.J. sent in both Core designs and asked that we run a grudge match to settle the argument about which Core is better overall. We did just that, and our grueling round of Arena battles ended with Dan's Shovelhead the emerging winner. Although Shovelhead won 3-1 overall, every single battle was hard fought and the matches often went into sub-1,000 AP on both sides before one was defeated. In the end, the fact that Shovelhead's chain gun could stay targeted on Nightblade II and slowly drain away its AP was a key factor. With highest starting AP, Shovelhead won the battle of attrition by simply taking the damage that Nightblade II threw its way and sending back just as much. Still, the results of our testing aren't 100% conclusive. Think of these battles as a friendly wager, gone. Both designs are equally matched in the hands of equally skilled players, the two designs are evenly matched.

## 4th Annual Game Hits Armored Core Tournament

Game Hits Game Store in Lansing, Michigan is proud to announce its fourth annual Armored Core tournament event! On May 24 and 25, 2003, Game Hits will be holding two events: an Armored Core: Master of Arena (PS 2) tournament and an Armored Core 3 (PS2) tournament. Both events are currently scheduled to be held at the Hair location (for address and directions, check [www.game-hits.com](http://www.game-hits.com)). The Master of Arena tournament will begin on Saturday at 6:00 PM, and the Armored Core 3 event will take place on Sunday at 11:00 AM. Please try to arrive at least a half-hour early for registration and set-up. There will also be side competitions including "best color scheme," "best emblem" and "most original design."

# Tournament Report

by  
Jason  
Wilson

Sponsored by



## Super Battle Opera Japan Qualifying Tournament!

On Saturday, January 25, 2003, *Street Fighter* experts from all over the USA traveled to Camelot Golf and Inn in Anaheim, California for a chance to fight against the top players in the world as a member of Team USA in *Arcadia Magazine's* "Super Battle Opera," a high-profile tournament scheduled for March 21-22, 2003 in Tokyo, Japan. The top two players in *Capcom vs. SNK 2* were guaranteed a spot in the tournament, as were the top three *Street Fighter III: 3rd Strike* players, the top six *Super Street Fighter II Turbo* players and top three *Guliy Gear XX* players. Overall attendance at the tournament was disappointing, due to the fact that most players would not be able to afford a trip to Japan even if they did



*Street Fighter III: 3rd Strike* Qualifiers: Paul Lee, Michael Fauson, Alex Valle

qualify in one of the featured games. The high entrance fee for each tournament (\$20) was also prohibitive, though the proceeds were split evenly among all the qualifiers after the tournament to help alleviate expenses to Japan. Only 22 players entered three separate *Super Street Fighter II Turbo* tournaments, with the top two from each qualifying for a spot on the team. With Jason Nelson, Jason "Apoc" Gonzalez, Jesse Howard and other expert-level players not attending, the top six spots were up for grabs! Mike Watson from Los Angeles won the first tournament with Original Guile, while Jesse Cardenas from Houston took second place with Fei Long. The next tournament

featured Bob Painter from San Diego winning with E. Honda and Jason De Heras from Los Angeles taking second with Original Dhalsim. The last tournament was intense, with the final few matches all going down to the last round. Alex Valle from Orange County, California won with Ken and Chris Li from Virginia took second with E. Honda. With Jason Nelson and several key Texas players unable to attend, John Choi easily swept his way to victory in the *Capcom vs. SNK 2* portion of the tournament. Campbell Tran earned the other qualifying spot. The *Street Fighter III: 3rd Strike* results were unbelievable: Michael Fauson, easily the most impressive player in the nation, took first place with Yun.



*Guliy Gear XX* Qualifiers: Rommel Shahed, Saif Ebrahim, Ben Cureton

while Alex Valle proved that he still has tricks up his sleeve, besting heavily-favored J.R. Rodriguez to take second. The last qualifier, Paul Lee, won a separate tournament to take the third and final spot. Ben Cureton easily won the *Guliy Gear XX* tournament, with Saif Ebrahim taking second and Rommel Shahed placing third. Congratulations to all the qualifiers and to Tom and Tony Cannon, Joey Cuellar and John Ballon for another outstanding tournament! Look for the results of the *Super Battle Opera* direct from Japan in a future issue!



*Super Street Fighter II Turbo* Qualifiers: Mike Watson, Jason De Heras, Chris Li, Alex Valle, Jesse Cardenas, Bob Painter

## T O U R N A M E N T

### May 23-25, 2003

East Coast *Street Fighter* Championships  
Contact: Chris Coffy  
*Bright on the Break*  
340-345 North Ave.  
Dunellen, NJ 08812  
(732) 752-8880

Games to be featured at this tournament have not been determined at press time, but this annual event attracts nearly 200 gamers from all over the United States and Canada each year with some huge cash prizes for the winners!

### June 27-29, 2003

2003 Midwest *Street Fighter* Championships  
Contact: Chad Reznicek  
Family Fun Center  
7052 Dodge St.  
Omaha, NE 68132  
(402) 554-1925

Games to be featured at this tournament have not been determined at press time, but this annual event attracts nearly 200 gamers from all over the United States and Canada each year with some huge cash prizes for the winners!

### July 18-20, 2003

Twin Galaxies Video Game Festival  
Contact: Mall of America  
Interstate 494 and Highway 77  
Bloomington, MN 55425  
(952) 883-8800  
www.twinalgalaxies.com

America's largest enclosed shopping mall will host the 3rd Annual Twin Galaxies Video Game Festival on the weekend of July 18. The event plans four major gaming world championships in addition to a "classic" arcade and a midway of console & PC games open to the public, all on "free play." The

four main events are as follows: the 3rd Annual Console Video Game World Championship, the 1st Annual Classic Video Game World Championship, the 1st Annual Mall Pinball World Championship and the 1st Annual PC Games World Championship. Just like last year, thousands of dollars in prize money will be split among the finalists in each championship. The winners will be featured in a forthcoming edition of *Twin Galaxies' Official Video Game & Pinball Book of World Records* as well as being spotlighted in *Tyrs & Tecs* Magazine!

### RECURRING TOURNAMENTS

*Capcom vs. SNK 2* Bi-Weekly Tournaments  
Contact: Golf and Inn USA  
855 E. El Camino Real  
Sunnyvale, CA 94087  
(408) 245-1322

## Soul Calibur II National Championship!

32 of the best Soul Calibur II players in North America were flown to the Texas Station Hotel & Casino in Las Vegas, Nevada on February 8, 2003 for a chance to qualify for Arcadia Magazine's "Super Battle Opera" Fighting Game Championships in Japan. When the dust had settled, three out of the top four players in this Namco-sponsored national championship hailed from Chicago.



Soul Calibur II Winners: Spencer Brisson, Harold Hess, Jarran Davis, Ari Weintraub

Weintraub placed fourth with Taki. Will Johnson—one of the favorites to win the Soul Calibur II tournament and winner of the Southern Pacific regional—was eliminated by the second round, and no California player made it past round three.



Illinois, Harold Hess—who actually placed second at the Chicago regional to qualify for this tournament—won the national championship with Ivy, earning himself a trip to Japan by defeating Spencer Brisson's Cervantes in the finals. Jarran Davis from Oklahoma placed third with Maxi and Xianghua, while Ari



USA Soul Calibur II National Champion Harold Hess and Namco's Jason Arney of the tournament, including Northern Pacific qualifier and fighting-game expert Alex Valle. Special thanks go to Jason Arney from Namco for making these Soul Calibur II tournaments a reality!

## North American TOP 10 Player Rankings

Rankings based on previous tournament performances, compiled by *TIPS & TRICKS* Magazine. Note: You must be actively participating in tournaments to be considered a "ranked" player.



1. John Choi (Golfand USA, Sunnyvale, CA)
2. Jason Nelson (Golfand USA, Sunnyvale, CA)
3. Ricky Ortiz (Chinatown Fair, New York, NY)
4. Justin Wong (Chinatown Fair, New York, NY)
5. Alex Valle (Southern Hills Golfand, Stanton, CA)
6. (tie) Peter Rosas (College Arcade, Los Angeles, CA)
6. (tie) Hsien Chang (Einstein's Arcade, Austin, TX)
7. Campbell Tran (Golfand USA, Sunnyvale, CA)
8. David Heim (Stargate Arcade, Houston, TX)
9. Brian Tyson (Stargate Arcade, Houston, TX)
10. Alex Navarro (Flipper's Amusement, Miami, FL)



1. George Posadas (Shatto 39 Lanes, Los Angeles, CA)
2. John "Flash" Gordon (Chinatown Fair, New York, NY)
3. Alex Valle (Southern Hills Golfand, Stanton, CA)
4. J.R. Rodriguez (Shatto 39 Lanes, Los Angeles, CA)
5. (tie) Michael "Pyrolex" Fauson (Family Fun Arcade, Granada Hills, CA)
5. (tie) Hsien Chang (Einstein's Arcade, Austin, TX)
6. (tie) Justin Wong (Chinatown Fair, New York, NY)
6. (tie) Vic Vance (Family Fun Arcade, Granada Hills, CA)
7. (tie) Frankie Melendez (Family Fun Arcade, Granada Hills, CA)
7. (tie) Paul Lee (Los Angeles, CA)
8. (tie) Patrick Orr (Family Fun Center, Omaha, NE)
8. (tie) Ricky Ortiz (Chinatown Fair, New York, NY)
9. Adolfo Luevano (Shatto 39 Lanes, Los Angeles, CA)
10. Butch Pierce (Family Fun Center, Omaha, NE)



1. Justin Wong (Chinatown Fair, New York, NY)
2. Rodolfo Castro (University of Washington, Seattle, WA)
3. Duc Do (Southern Hills Golfand, Stanton, CA)
4. David Lee (James Games, Upland, CA)
5. (tie) Peter Rosas (College Arcade, Los Angeles, CA)
5. (tie) Sanford Kelly (Chinatown Fair, New York, NY)
6. (tie) Soo Young Chon (All Amusement Center, Burbank, CA)
6. (tie) Daniel "Clockwork" Maniago (Southern Hills Golfand, Stanton, CA)
7. (tie) Jay "Viscant" Snyder (Nickel City, La Jolla, CA)
7. (tie) Alex Salguero (College Arcade, Los Angeles, CA)
8. Long "Shadyk" Tran (Nickel City, La Jolla, CA)
9. Tong "Genghis" Ho (Nickel City, La Jolla, CA)
10. Jason Kuan (University of Washington, Seattle, WA)

## C A L E N D A R

**Flipper's Amusement Center Tournaments**  
Contact: Flipper's Amusement Center  
8364 Mills Dr.  
Miami, FL 33183  
(305) 273-0381

Flipper's Amusement Center holds various weekly tournaments in *The Grid*, *Capcom vs. SNK*, *Capcom vs. SNK 2* and *Marvel vs. Capcom 2*.

**Game Zone X Monthly Tournaments**  
Contact: Game Zone X  
14447 Roscoe Blvd.  
Panorama City, CA 91402  
(818) 854-0303

Game Zone X holds bi-weekly tournaments for *Street Fighter III: 3rd Strike*, *The King of Fighters 2002* and various console titles.

**Eight on the Break Tournaments**  
Contact: Eight on the Break

340-346 North Ave.  
Dunellen, NJ 08812  
(732) 752-8880  
Eight on the Break holds tournaments twice a week for *Marvel vs. Capcom 2*, *Tekken 4*, *Capcom vs. SNK 2* and others.

**Marvel vs. Capcom 2 Weekly Tournaments**  
Contact: George Alfonso  
All Amusement Fun Center  
201 E Magnolia Blvd. # 128  
Burbank, CA 91502  
(818) 557-6558

**Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4 Monthly Tournaments**  
Contact: University Pinball  
4006 Spruce St.  
Philadelphia, PA 19104  
(215) 387-3923

The home of many *Street Fighter* and *Tekken* tournaments in the past, University Pinball awards cash prizes to the top three spots in its tournaments.

**San Francisco Rush 2048 Weekly Tournaments**  
Contact: Brian D. Greer  
Longhorn Saloon & Restaurant  
10017 Bridgeport Way S.W.  
Tacoma, WA 98439  
(252) 581-2580

Longhorn Saloon, home of eight linked San Francisco Rush 2048 cabinets and some of the best Rush 2048 players in the world, holds weekly tournaments every Friday at 9:00 P.M. You must be 21 years of age or older to enter; cash prizes are awarded to the winners.



# Animal Crossing Almanac

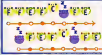
Nintendo's *Animal Crossing* for the GameCube is a never-ending, real-time adventure with new events occurring every day. This monthly column showcases our latest discoveries, custom designs and secret tricks!



## Town Tunes

Visit the "Melody" bulletin board and change your Town Tune to match one of the songs pictured here.

See if you can recognize either of these melodies from Nintendo games of the past.



## Playing the "Stalk Market"

Many experienced *Animal Crossing* players will tell you that buying and selling turnips is the fastest and easiest way to earn money in the game. You can smack rocks with your shovel and fish for coelacanths all day long, but you can make millions of bells in



No matter what Joan's asking price is, Tom Nook will often pay more for turnips during the following week.

her, you can buy as many as 1,500 bells in a single visit... and you can always take them home and come back for more.

Starting on Monday morning, talk to Tom Nook every day and ask him how much he's paying for turnips. His turnip prices are different each day, so if you don't get a good return on your investment, you can try again the following day. Note that as a courtesy to Joan, Nook

the "stalk market" with a lot less time and effort. Every Sunday morning from 6:00 AM until noon, look for Joan, the wandering turnip saleswoman. She has an infinite supply of turnips which she will sell to you in bundles of 10, 50 or 100 for a fixed price. The asking price is usually between 75 and 100 bells per turnip. If you bring lots of bells and clear out your inventory space before you speak to



Don't keep turnips in your house for more than a week or they'll go bad.



As long as Nook pays you more than you bought them for, you'll turn a profit.

turnips you have left on Saturday (even if he's only paying half of what you bought them for), because it's better to get half of your money back than none at all. A good strategy is to buy several batches of turnips and sell just a few of them to Nook early in the week in order to make your money back. Let's say you buy 40 turnips at 100 bells per turnip; that means you've gambled 4,000 bells. If Nook offers you 200 bells per turnip on Monday, sell him 20 turnips and you'll make all of your money back...but you'll still have 20 turnips to sit on for a few more days. Now you can wait and see if Nook starts to offer more...but even if you forget to sell them back and they spoil, you won't have lost any money because you already recouped your initial investment.

does not buy turnips on Sundays...and if you keep turnips for more than one week, they will spoil and become worthless. It's not uncommon for Nook to pay over 500 bells or even 1,000 bells per turnip, so you should hold out for a good price if there are still several days left in the week. However, if he offers a price that's several times higher than what you paid, don't hesitate to accept it, and you should always sell him any turnips you have left on Saturday (even if he's only paying half of what you bought them for), because it's better to get half of your



Spoiled turnips are only useful for catching ants or cockroaches.

## Smash Bros. Trophies

*Animal Crossing* fans who also own *Super Smash Bros. Melee* may have noticed three very familiar characters among the figures in their *Smash Bros.* trophy collections: trophies of Totakeke, Tom Nook and Mr. Resetti can be unlocked by accomplishing various goals in Nintendo's all-star fighting game. The descriptions of the trophies include some interesting biographical data about each character, including the name of the game in which that character first appeared. In this case, the *Animal Crossing* characters only indicate that each comes from a "future release." When *Super Smash Bros. Melee* was released, Nintendo had not yet decided on the North American title of *Animal Crossing*, which at the time was only available in Japan (under the name *Doubutsu no Mori*, or "Animal Forest Plus").



The Totakeke trophy is awarded randomly in *Super Smash Bros. Melee*.



To unlock the Tom Nook trophy, collect 1,001 coins.



To unlock the Mr. Resetti trophy, defeat five or more foes in *Cruel Melee* mode.

## Totakeke Music CDs

Nintendo has not announced any plans to release an *Animal Crossing* soundtrack in North America; however, hardcore fans of the game have been desperately seeking out two official *Animal Crossing* music CDs which were released by Warner Music in Japan.

**Titled:** Doubutsu no Mori: Totakeke Music (release date: August 21, 2001) and Doubutsu no Mori: Totakeke Music 2 (release date: October 10, 2001). Each CD contains 29 of K.K. Slider's greatest hits as featured in the original Nintendo 64 version of *Animal Crossing*. Totakeke's themes were written by Kazumi Totaka of Nintendo along with Toru Minegishi, one of three Nintendo sound engineers who worked with Totaka on the *Animal Crossing* series.



Totakeke was named after (and was designed to resemble) the game's Sound Director, Kazumi Totaka.

Totaka is best known for his work on the Yoshi's Story soundtrack, while Minegishi also contributed music to Pokémon Stadium on the Nintendo 64. Both of the Totakeke Music CDs are out-of-print, on the rare occasions that we see used copies sold on Japanese online auction sites, they regularly fetch over 4,000 yen (approximately \$34) apiece.



## K.K. SLIDER'S SOUNDCHECK

Every Saturday night between 8:00 PM and midnight, you'll find Totakeke (a.k.a. K.K. Slider) sitting in front of the train station, strumming his guitar. If you speak to him, he will offer to play a song for you and ask if you have a request. You can name any song that you've heard playing in your neighbors' houses, or if you don't request a specific song, Totakeke will choose a random tune from his repertoire.



To learn the name of a song that's playing inside any animal's house, just walk up to the furniture item that's playing the music and tap A.



If you misspell the song title—or if you use improper spacing, capitalization or punctuation—Totakeke may misunderstand you and play a different tune.



K.K. Slider will be surprised to hear that you have learned the name of one of his "secret riffs!"



If Totakeke begins his tune between 8:45 and 8:50, you'll see a familiar face appear during the song.

There are three secret tunes which Totakeke will never play unless you request them; their titles are "I Love You," "K.K. Song" and "Two Days Ago." Unfortunately, you can only earn one song each week, and there are 55 songs that you can request, so it will take you over a year to complete your collection!

If you speak to Totakeke and he starts playing a song between 8:45 and 8:50 PM, you'll get a strange surprise: At a certain point during the performance, you'll see Mr. Resetti fly by in the background!

## Extended Music Trick

If you've ever sat and watched the entire title-screen demo that appears when you turn on *Animal Crossing*, you may have noticed that the theme song fades out, then restarts from the beginning when the Nintendo logo reappears. If you'd like to hear a longer version of the title theme, try this simple trick: Press the Power button to turn the game on, then press the Open button on your GameCube to open the Disc Cover at the exact moment when Porter appears on the screen. If your timing is perfect, you should see a message telling you to close the Disc Cover, but the main theme will have already started playing. If you leave the Disc Cover open, the main title theme can be heard in its entirety. Kind of a silly trick, but we thought it was interesting!



As soon as you see Porter on the screen...



...press the Open button on your GameCube.



Now you can listen to an "extended version" of the main title theme.

## COMMUNITY CALENDAR APRIL 2003



April kids off with the prankster's favorite holiday. You'll have lots of funny conversations with the animals in your town on April 1, so be sure to get out there and talk to everyone—including Tortimer, who will give you a very special furniture item. (Heh heh heh heh hoort!)  
You'll see the trees in your town change colors yet again during the three-day Cherry Festival: be sure to check out the goings-on at the well and receive a cool memento from the mayor.

The ever-generous Tortimer will give you a tree model to put in your house if you greet him on Nature Day.  
Check the small holding pond in your town for two new fish during April: the killifish and the crawfish. The guppy will also return to your town this month.  
April's insect arrivals include the tiger butterfly, the spider (shake trees to find it) and the snail (look for it on flowers you've planted).

- 1 TUESDAY—APRIL FOOL'S DAY
- 3 SATURDAY—CHERRY FESTIVAL
- 6 SUNDAY—CHERRY FESTIVAL
- 7 MONDAY—CHERRY FESTIVAL
- 22 TUESDAY—NATURE DAY

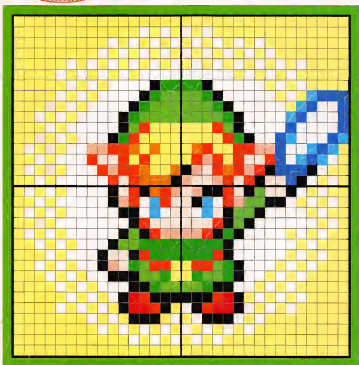


What's this? A rare, unreleased NES game?





We've been getting a lot of reader requests for an *Animal Crossing* pattern featuring the new "cel-shaded" Link as he appears in *The Legend of Zelda: The Wind Waker*. The design pictured here uses Palette #16 and is modeled after a single frame of animation from the *Four Swords* portion of *The Legend of Zelda: A Link to the Past* on the Game Boy Advance, which also features the new-look Link. Pay special attention to the different skin tones in Link's face; this texture looks great if you reproduce it accurately.



16/16



You'll feel the power of the Triforce flowing through you when you wear your new Link shirt.



Speak to your Gyroid and select the "About the door" option to set Link as your door pattern.



If you're really slick, you can modify the two shades of green to create all four of the *Four Swords* colors!

## Did You Ever Notice...



...Sable Able working on one of the patterns that you created?



...that bees can't sting you if you get caught in a pitfall?



...that you can only see flower seeds if you dig a hole and face it when choosing the "plant" command?



...that the dragonflies you've donated to the museum will land on your head if you stand still?





## TIPS &amp; TRICKS

## COLLECTOR'S CLOSET

by Joe Santulli

Are you a video-game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collectors' column is for you!

## Xbox Recall

Collector alert: It's very unusual for a video game to be recalled from store shelves because of controversial content, but we recently learned that Microsoft's *Kakuto Chojin* fighting game for the Xbox has suffered that exact fate. Reportedly, one of the game's background music themes included a "calling for prayers" with language from the Koran, which may have offended members of the Muslim faith. This isn't a simple stoppage of production, it's actually an international recall in which



retailers in North America and Japan were asked to literally pull copies of the game from store shelves and return them to Microsoft. That alone would be enough to pique collector interest, but there's another twist: In an official statement, Microsoft claimed that an "updated version of the product without the prayer" was published

before the recall, but both versions were eventually recalled as an "extra precaution," possibly because retailers and/or consumers couldn't tell the difference between the two just by looking at the packaging. Because the game wasn't a big seller, our guess is that most retailers will cooperate with the recall and return the games to Microsoft for credit rather than risk offending customers, so the game could be completely gone by the time you read this. What's more, Microsoft has already removed all references to *Kakuto Chojin* from the official Xbox website—including the game's official web page and a dedicated *Kakuto Chojin* message board where consumers had been posting messages about the controversial content. It's like the game never existed!



## AUCTION ACTION

Video-Game Goodies Sold in Recent Online Auctions

Sonic the Hedgehog baseball cap from Sega World in Australia  
High Bid: \$14.99



Mortal Kombat II Arcade Game Soundtrack CD  
High Bid: \$51.00

Nintendo Super Mario Bros. limited-edition Game & Watch contest prize with Diskun carrying case  
High Bid: \$630.00



Official Parappa the Rapper beanie  
High Bid: \$50.00



Sulkoden II PlayStation game (factory sealed)  
High Bid: \$161.50

JoyStik Magazine September 1983 issue  
High Bid: \$35.44



Sega Saturn "Shom" Bomberman controller  
High Bid: \$15.50

## ROOM OF DOOM

After *Tips & Tricks*' own Jason Wilson, Dave "portnaby" Warmington is the first collector I



have met who can truthfully say, "I own every Nintendo Entertainment System game ever produced in the USA." He has *Stadium Events*. He has the Panesian unlicensed games. He has the *Myriad* and *Caltron 6-in-1* carts. He has them all. He lives less than a mile from my house!



I invite you to send in your own personal "Room of Doom" photos for display in a future edition of *Tips & Tricks* Collector's Closet. Send two or three photos of your proudly-displayed games to "Room of Doom," c/o *Tips & Tricks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell me about the highlights of your collection.

# Collecting in Argentina



One of the great advantages we have as collectors in the United States is accessibility to video-game merchandise. We sometimes complain that most of the really cool gaming stuff comes from Japan, but imagine what it would be like to try to build a collection in a country where almost EVERYTHING is "rare" and your

options are extremely LIMITED. I recently had the good fortune to catch up with Argentinean super-collector Matias Bianco, who has been instrumental with his assistance in rounding up information about South American titles for various gaming systems. His knowledge of cross-system, cross-era gaming is astonishing, and we've had some engaging conversations about the differences between collecting "over there" vs. "over here." So engaging, in fact, that I had to share them with you...

**TIPS & TRICKS:** What systems have you found it easier to collect for in Argentina? What systems are especially harder to come by?

**Matias Bianco:** Here it is very common to find a lot of pirate consoles and clones that in the USA and Europe would be considered strange. For example, the EDU Games, which is an Argentinean Atari 2600 VCS clone with its own cartridges with one, four or eight different games on each. There are other Atari 2600 clones (Dynaconn, Froggy 2600, TV Game 2600) as well as Nintendo Entertainment System clones (Family Game, Froggy, Rasti, Turbo Game), Sega Genesis clones (Senga, Songa) and even a Watara SuperVision clone, the Electrolab SuperVision! If



The EDU Games 2600 from Argentina is one of the rarest Atari 2600 clones in the world.

I were to try to list every clone for every console, this conversation would never end! Also, there are games considered very rare in the USA that are more common here, such as the Brazilian Sega Master System cartridges *OutRun 3-D*, *Zaxxon 3-D* and *Phantasy Star*.

As for what systems are especially hard to come by here, I can tell you that it is very difficult to collect "classic systems" because they are very scarce and if you do find one, it's VERY expensive. For example, a Coleco Gemini (the Atari 2600-compatible system) would cost me \$250 and that's a lot of money for a console that is not in demand. If you want a good classic system like an Atari 5200, 7800 or maybe a dedicated Pong system or a Bally Astrocade, you must buy it in an online auction and even then it's very complicated with the cash exchange rate and customs.

**T&T:** Where do you find games in Argentina? For example, we have thrift stores, flea markets, garage sales, used game shops...

**MB:** Here in Argentina, apart from Internet services, we have video-game stores that usually have some older stuff, but it's very difficult. There are also parks with a lot of stands with a lot of merchandise; if you are very lucky, you find some gaming-related items there. I frequently go to

these places because there are a lot of people that sell Atari or NES cartridges and consoles at a good price, mainly because they don't know the value of these things! In Buenos Aires where I am located, it's easier to find old video-game stuff than in other Argentinean locations. It's very different from the U.S.; the problem here is that you have to be careful with the things you buy. A good number of them are pirated.

**T&T:** Would you consider your collection one of the largest in your country? How many others are in your local collecting group? How many other collections have you seen personally?



**MB:** I don't think that my collection is the best, but I have a lot of very rare items that are considered to be very difficult to find anywhere else in the world. In Argentina there are only a few collectors that really understand and know a lot of video games; for example, Diego "Pinkstone" Macchi is one of the greatest collectors here and the first one that I met. I have seen his collection and a handful of others first-hand.

**T&T:** What do you consider to be the "prize" of your collection?

**MB:** This is really a difficult question, because I have a lot of unusual stuff in my room. I think the things that are most uncommon to you would be my EDU Games



Another obscure Atari 2600 clone in Matias' collection: the "EDU SuperVideoJuego."

system (complete in the box, which is difficult to find even here), some Brazilian Atari cartridges and the Tec Toy Brazilian Master System (a Sega Master system clone) in its original box and manuals—also very difficult to find here.

**T&T:** How many collectors do you know of in Argentina?

**MB:** There are not many collectors, I suppose because the economic situation is not good...and with the abundance of pirated games, people will spend their hard-earned money on pirate PlayStation, Famicom and Genesis products rather than spending more on "the



original." It is very difficult to find someone who collects and knows much about the value of video games here. This is also the reason why the auctions at [www.mercadolibre.com](http://www.mercadolibre.com) (eBay for Argentina) are very expensive. If you want to collect video games in this country, you must be either a hero or a crazy man.

Readers who wish to see more of Matias' collection (as well as those of his friends) can check out the "Room of Doom" pictures at Arqueologia Digital, the first and only website dedicated to video game collecting in Argentina: <http://arqueodigi.8m.com>.

# 日本 JAPAN REPORT!

by Anatole Brown

## PAPER CRAFT FUN

Sometimes we all need to put down the controller and do something creative. How about making some paper craft video-game characters? Several official video-game websites



in Japan let you download graphic files that you can print out and construct little video-game figures with. All you need is a color printer, scissors, paper, glue and the patience to follow directions. On Konami Tokyo's website ([www.konamitokyo.com](http://www.konamitokyo.com)), you can download files for the Contra bike from Contra: Shattered Soldier. Namco ([www.namco.co.jp](http://www.namco.co.jp)) probably has the coolest paper craft figures with files and instructions on how to put together Klonzoa and a red Moo. Hitmaker ([www.hitmaker.co.jp](http://www.hitmaker.co.jp)), one of Sega's development studios has Axel's cab from Crazy Taxi. We recommend using paper that's a little thicker than regular printing paper. You gotta love free stuff!

## Spring Colors for PS2

To celebrate the coming of Spring, Sony just released three limited-edition pastel-colored PS2s in Japan. The three new colors are Sakura (pink), Aqua (light blue) and Silver.



Each console is slightly more expensive than a regular PS2 at 25,000 yen (about \$200). Like the regular PS2, each pastel-colored PS2 comes with a matching Dual Shock 2 controller and necessary cables. The matching stand for each PS2 is sold separately.

## Happy Birthday,

## Mega Man!



Capcom recently celebrated the 15th anniversary of the Mega Man franchise by throwing a big birthday bash for the Blue Bomber! About 3,000 Mega Man fans packed the Makuhari convention center to partake in various activities. Some of the highlights of the

event included a competition between eight finalists of the 2002 Net Battle Tour, a national Mega Man Battle Network 2 tournament which was held all across Japan. Fans were also able to buy all sorts of Mega Man goods you normally can't find in stores at various kiosks set up at the event. Many prizes were also given away for various activities, while hardcore Battle Network players linked up to play each other. The climax of the event was when Mega Man got his birthday cake...with 15 candles on top!



## Secret Souls

Namco recently made a mind-blowing announcement about its upcoming home versions of the much anticipated fighting game Soul Calibur II. The game will be available for the GameCube, PlayStation 2 and

Xbox in Japan on March 27th. Each home version will have a unique secret character particular to the console. The GameCube version will have none other than Link, from The Legend of Zelda series, as a



playable character! Link will appear in his adult form as seen in the N64 game The Legend of Zelda: Ocarina of Time, and he will fight with his Master Sword, Hyrule



Mishima, from Namco's own Tekken series, will be the secret character for PS2 owners. The 75-year old tycoon of Mishima Zaibatsu will be the only character in the game who fights with his bare hands! You go, old-timer! The Xbox will get Spawn,

Todd McFarlane's tormented superhero. Spawn will battle with his signature Agony axe. All three



systems will also get Nocturne, a new character designed specifically for the game by McFarlane. We're dying to play all three versions! A U.S. release for Soul Calibur II is currently planned for sometime in August.

## FINAL FANTASY X-2 Accessories

Japanese controller manufacturer Horn will soon release several PS2 accessories associated with Final Fantasy X-2. The Tiny Bee PS2 controller is modeled after



the double-gun weapon used by Yuna. In FF X-2, Yuna takes on the role of a "gunner" while trying to disguise her true identity as a Summoner. The Tiny Bee controller definitely looks like a light gun, but it's really a regular PS2 controller shaped like guns; it's not compatible with games that support the Gun-Con. Each gun represents the left and right side of a regular controller. For example, the left gun has the SELECT button, D-pad, L1 and L2 buttons, etc., while the right gun has the START button, action buttons, R1 and R2, etc. Also available from Horn will be special memory cards featuring the girls from Final Fantasy X-2 and an elaborate PS2 stand with the FF X-2 logo. The Tiny Bee controller will retail for 12,980 yen, the memory cards are 3,200 yen each and the stand costs 2,980 yen.



Here's a bunch of game-related goodies that we thought you'd enjoy seeing. This stuff would just pile up in the darkest corners of the *Tes* & *Tec* offices if we didn't shed some light on it right here in the...

# COOL ZONE



We received this classy pewter figure from Sega to promote *Panzer Dragoon Orta*. The tiny-but-detailed figure is about 1.5 inches tall and features Orta riding her morphing Dragon.



Here's one of the many Japanese mini figures that comes with candy (they seem to litter our office, every-where). This Zhen Ji figure from *Dynasty Warriors 3* is one of nine collectible figures. Each figure comes with a base and weapon. Oddly enough, the package states that the product is only suitable for those who are 15 years old and older. Is *Dynasty Warriors* that risqué?



"Super fighting robot... Mega Man!" You can throw away all of your cheap VHS copies of the mid-'90s Mega Man Saturday-morning cartoons, because they're now available on DVD! Volume 1—entitled *Mega Man: A Hero Is Born*—is a three-disc set featuring 13 episodes. Volume 2 (*Mega Man Battle for the Future*) should also be available by the time you read this.



If there's one guy who can keep time, it's Blink! This Blink! This *Time Sweeper* watch features the orange cat with his 15,000 seconds. Nothing fancy, but a nice little promo item!



The Innovation GBA MP3 player lets you download MP3 audio files from your computer and play them on your Game Boy Advance. It comes with the MP3 player cartridge, software disc, PC to GBA USB cable and headphones. The headphones also serve as a carrying strap for your GBA. You'll need to purchase a separate Smart Media card for the cartridge, which can be found at almost any electronics store. The GBA MP3 player costs \$59.99.



Mattel's Electronic Yu-Gi-Oh! Multi-Master looks like Yugi's pendant but opens up to reveal an LCD screen with buttons for playing any of five different Tattai- and Breakout-style games. Hey, we're interested in any new electronic game from the company that made the *Intellivision*!



To capitalize on the inexplicable bobbishad craze, B&E has produced Nintendo-licensed bobbleheads of Mario, Luigi, Yoshi and Bowser. These are solid, ceramic-type figures, not cheapie plastic jobs! We picked up Mario at a local game store for about ten bucks.

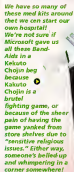
MARIO™



If you've been playing the free copy of *The Legend of Zelda: Ocarina of Time* that you got from pre-ordering *The Legend of Zelda: The Wind Waker*, you might be interested in this real "sweet potato" ocarina from Songbird Ocarinas. It's a quality musical instrument that sounds just like the ocarina in the game, and it comes with a songbook that gives easy instructions on how to play the "Song of Time," "Epona's Song" and more! Check out [www.songbirdocarina.com](http://www.songbirdocarina.com) for more info.

# COOL ZONE

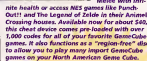
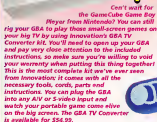




We received this Devil May Cry 2 pendant from Capcom. The rubber neckstrap and Dante's hanging sword remind us of the cheesy heavy metal jewelry people used to wear in the '80s. Long live rock 'n' roll!



One of our favorite video-game characters of all time is now a cute plastic coffee mug. The Serobot from the Mega Man Legends series and The Misadventures of Tron Bonne always takes a solid beating, but this time he's kickin' back with cup of warm fowlin'. You can put the lid back on his head to keep your hot cocoa warm.



❶ They say that cheaters never prosper, so those who use DataL's Action Replay for GameCube should think about that while they play through Super Smash Bros. Melee with Infamies like Punch-  
in to their Arimel  
low for about \$40,  
loaded with over  
favorite GameCube  
"region-free" else  
support GameCube  
can Game Cube.



What can we say? It's a foam EverQuest sword we received from Sony to promote EverQuest for the PS2. Not really threatening, nor is it really useful, but kinda cool nevertheless!

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Fish Fetish.



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Angler**

It starts out innocently enough. Your callused fingers cannot stop the incessant pounding of the pad. It's too late. You're hooked. You're consumed by an obsession, lured to the macabre struggle of

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